A Planeshifted Guide to
INNISTRAD
HOMEBREW
Revisit Magic: the Gathering's Gothic Horror plane of Innistrad in this guide for the world's greatest roleplaying game

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Changelog

- Version 3.2
  - Subclasses removed for internal review due to concerns over potentially infringing material. Classes will be redesigned and added at a later date.
- Version 3.1
  - Fixed **Insectile Aberration** stat block
  - Added missing Vampiric Glamer featWerewolf
  - Added missing rollable tables to **Skaab**, **Vampire**, and **Werewolf**
- Version 3.0
  - Complete "5.5e" overhaul and update
- Version 2.2
  - Assorted fixes
- Version 2.1
  - Added angel race and stat block

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Welcome to Innistrad

Innistrad is a plane from the multiverse of Magic: the Gathering that can serve as a D&D setting. It is inspired by themes of gothic horror, including vampires, werewolves, mad scientists, zombies, and monster hunters. Important aspects of Innistrad are described herein so that you can make it your own, expanding or altering it however you wish.

About Magic: the Gathering

Magic: the Gathering is a collectible trading card game of fun-filled, strategic games to play with friends old and new. It is another product from *Wizards of the Coast*, the creators of Dungeons & Dragons, but exists in its own distinct multiverse. Each plane in Magic is a unique world with distinct themes, full of magic and wonder.

Using this Book

This book is an in-depth guide to adventures on the plane of Innistrad.

DMs can determine how much of this book they want to share with their players. Characters native to another plane might know nothing of the details herein, while Innistrad natives could know everything in this book.

Chapter 1 gives an overview of Innistrad as a setting.

Chapters 2–3 are your guide to creating an Innistrad character. Chapter 2 presents guidelines and options for character classes, and chapter 3 details the character origins.

Chapter 4 presents a selection of 4 new feats available to characters.

Chapter 5 presents new tools and equipment.

Chapter 6 presents new spells available to spellcasting characters.

Appendix A details the Cosmology of Magic: the Gathering and the specifics of planar magic as it pertains to Innistrad.

Appendix B provides rules for new magic items.

Appendix C presents stat blocks for monsters and NPCs.

Chapter 1: Innistrad

On the plane of Innistrad, horrors stalk the shadows and scratch at doors in the night. Humanity is beset on all sides: vampires thirst for human blood, werewolves live for the thrill of the hunt, the restless spirits of the dead haunt the living, and no corpse is safe from reanimation at the hands of necromancer ghoulcallers or skaberen mad scientists. Only their grim determination, and their staunch faith in the protection of the angels has allowed humans to survive in this nightmarish realm.

Important Names

A handful of important names are defined below:

Innistrad is the name of the plane and the continent.

Avacyn (pronounced *aa*-vuh-sin) was a powerful archangel. Human worship of her led to the founding of the Avacynian Church, the dominant religion of Innistrad.

The Blessed Sleep is a term used by Avacynians to describe the quiet eternity of oblivion after death. On Innistrad, where necromancy is abundant, the Blessed Sleep is the ideal one would wish for in death.

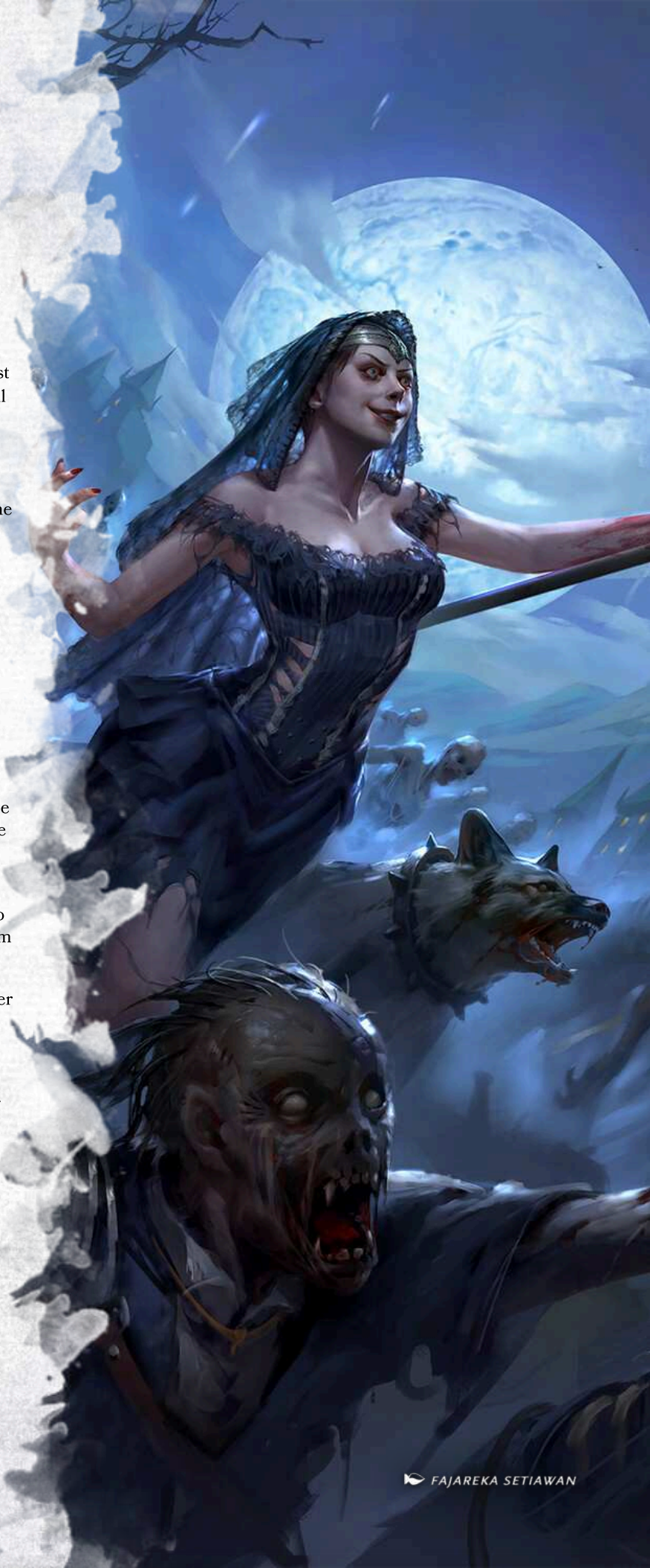
Skaberen (pronounced *ska*-buh-ren) are mad scientists who stitch dead flesh together in order to create the ultimate form of artificial life, a golem called a skaab.

Ghoulcallers are necromancers who raise corpses for power and conquest.

Emrakul (pronounced *em*-raw-cool) is an Eldrazi titan, an eldritch horror from beyond the planes, that was trapped in Innistrad's moon. Many believe she still exerts some level of influence and drives people mad.

The Vampire Bloodlines are ancient families of vampires spread across Innistrad. The four major bloodlines are Falkenrath, Markov, Stromkirk, and Voldaren.

Howlpacks are groups of werewolves, often united by the same strain of lycanthropy. The major packs are Krallenhorde, Mondronen, Leeraug, and Vildin.



FAJAREKA SETIAWAN

The Innistrad Setting

Innistrad has a single moon, the Heron moon. It is a source of hope and a harbinger of misfortune at the same time. Many wise astronomers believe the moon is a vast desert made of pure silver, and the substance that falls from it is known as moonsilver, a bane to shapechangers, Fiends, and Undead.

The Moon & Seasons

Humans have given names to the different phases of the moon because of their strange influence on the world, including the changing of seasons to the strength or weakness of certain magical powers and species.

The Harvest Moon represents autumn in Innistrad, and is characterized by a large blood red moon hanging in the night sky. The days are much shorter, the weather cools with the passing of days and the woods are full of vibrant colors. During this time vampires are believed to reach the fullness of their power. Bonfires are common during harvest time when farmers come to work late.

The Hunter's Moon represents the middle of the winter in Innistrad. The cold air never leaves and the apex of the sun remains always on the horizon. This is the longest season of the plane and is the time when food is scarce. Hunters must venture into the forests in search of their food, which determines the best time when various atrocities are encouraged to attack humans. Some believe that this Moon is the one that empowers the werewolves, based on increased attacks of these abominations in towns and roads.

The New Moon is the closest to the spring in Innistrad but in turn the shortest of all. The days are longer and the sun is shining, though still pale in comparison to other planes. Forests grow and revitalize, and humans consider this phase of the Moon to bring new life and birth. Babies born under the phase of the New Moon are considered sacred and are believed to have a better chance to reach the Blessed Sleep.

Factions & Organizations

Some of the important groups that operate on Innistrad are described below.

The Church of Avacyn is the dominant religion on Innistrad. Avacynians pray to the angels for protection from Innistrad's evils.

The Sigardian Priests are a sect of the Avacynian faith that is more focused on local elders, their local communities, and traditional holidays and practices.

The Order of Saint Traft was founded to battle evil. Knights of this order bond with benevolent geists to enhance their abilities.

The Skirsdag is an ancient cult that worships Innistrad's demons.

The Dawnhart Coven is an ancient practice of witches and warlocks dedicated to nature and community.

The Vizag Atum is a cult that seeks knowledge from geists.

The Fauchard is a group of vampire hunters operating out of Drunau in Nephalia.

Gods & Powers

Innistrad does not have any gods. Some of the other powers worshiped by the people of Innistrad are described below.

Angels are worshiped by the honest folk of Innistrad and the Church of Avacyn.

Demons are worshiped, and sometimes summoned, by insane cultists like those of the Skirsdag.

Krakens and other deep sea horrors are worshiped in coastal regions like Nephalia.

Emrakul is not explicitly worshiped, but madness cults were formed in her wake and some believe she influences them from her prison in the moon.

Innistrad Gazetteer

As characters explore the lands of Innistrad, you can use the information in this section to inspire your own adventures and world details.

The Provinces

The mainland of Innistrad is split into four provinces: Gavony, Kessig, Stensia, and Nephalia. The wilderness beyond these provinces lies unexplored, as do whatever lands lie beyond the great seas that surround the mainland.

Gavony

While the surrounding settlements were constantly under assault, the high city of Thraben and its immense cathedral remained relatively safe. Small towns grew away from Thraben on Gavony's rocky moors. Small groups of trees stained the hills and moors of the province. Gavony is located to the south of the Geier Reach mountains and northwest of the province of Nephalia.

Parishes

In Innistrad, the church and the state are deeply interdependent, and the parishes are the administrative designation used by the church. A parish is comparable to a county. Each parish may have multiple priests, chapels, and small altars. Gavony has five parishes: Thraben, the Moorland parish, and three parishes in the area called Nearheath, Videns, Wittal, and Effalen.

The High City of Thraben

Thraben, within the parish of the same name, lies on the northern edge of Gavony. It is the largest walled city in Innistrad, although parts of Nephalia's seaports are more densely populated. It's the seat of the Avacynian Church, built as a city of walls and various bulwarks designed to keep supernatural threats at bay.

Thraben sits on a massive mesa in the middle of the Lake of Herons, a long body of water. Thraben Cathedral is a towering church on the eastern tip of the mesa, the spiritual center of Innistrad and former home of the archangel Avacyn.

The Walls of Thraben are a complex system of bulwarks and defense lines, and include the Outer Wall, the Merchant's Wall, the Child's Wall, the Fang Wall, and the Bloodless Wall. The Child's Wall is inscribed with the names of the children born in Innistrad; many families make pilgrimages to the wall. When werewolves are caught, their teeth are displayed on the Fang Wall, while captured vampires are left to starve at the Bloodless Wall.

Nearheath

Within a few miles south of Thraben's walls, there are several medium-sized towns. This area in the province of Gavony is called the Nearheath and is inhabited mainly by artisans and farmers. Nearheath is composed of several parishes.

Videns is a region of vineyards and rolling hills with small castles with walled estates. The River Kirch runs through this region. **Wittal** is the most thickly forested area of Gavony. Although small in size, the forest is dense and dark, with ancient pines trees that dwarf the deciduous forests in the neighboring parishes. **Effalen** is the rockiest area of Gavony, dominated by low shrubs and jagged outcrops. A few scattered villages are the only human habitations.

Moorland

The Moorland lies beyond the Neartheath, and has always been a more desolate region. There are few trees in the Moorland and the ground is covered with coarse grass, bracken, and violet heather. There are boulders and standing rocks, and the countryside seems to be covered in perpetual mist.

The area is rife with geists, many of them dangerous, and travelers are constantly at risk from them as well as other things that wander the countryside. The Drogskol is an army of spirits that are more protective. They were once a large militia that fell to a horde of the unhallowed, the zombies of Innistrad.

Trostad is a village of trappers on the border with Kessig province. **Rider's Lock** is a walled compound housing the Gavony Riders, cavalry of the Avacynian church. **Westvale** and its Abbey is a small village populated by skirsdag cultists.

Kessig

Kessig is a province in perpetual autumn, with rolling farmlands surrounded by dense, dark woods. The deep forests influence daily life heavily. The small human communities in agricultural villages, trappers, and hunters groups live at risk in these werewolf-infested woods, trying to make a living. Between the isolation and constant danger, most townsfolk here are wary of outsiders.

The Ulvenwald

The thick Ulvenwald Forest, also known as the "Misty Wood," is an ancient forest of aspen, birch, and maple that isolates Kessig from neighboring provinces. The woods of Ulvenwald are almost supernaturally dense, filled with dark, sinuous trunks and a constant, hanging mist.

The **Natterknolls** are rocky ridges and cliffs that flank the wooded valleys. They are inhabited by gibbering hermits and wicked witches. **Traublassen** is a small forest village known for its pelt and fur trade.

The Celestus

The Celestus is a large astronomical device of ancient origins that is hidden in Kessig's Ulvenwald on Innistrad. Built by hedgewitches centuries ago, its purpose was to track the movements of stars and the moon. When the sun began rising later and setting sooner each day because of the influence of an eldritch horror in Innistrad's moon, the witches of the Dawnhart Coven used the Celestus in a ritual to restore the balance of day and night to the plane.

Villages

Avabruck was the former provincial seat of Kessig, but has reduced to a ruin known as Hollowhenge by werewolves. **Lambholt** is a well-known farming village. The pastures near the town were once mingled with woods but the villagers chopped down all but a few trees to clear room for their farms. **Gastaf** is a remote village near the forest on the lip of a deep crevasse. Known for coal mining and skilled leather workers.

The Breakneck Ride

These are the main paths that lead into Kessig from the other provinces. Each crossway is fraught with peril, leading travelers through the Ulvenwald and over treacherous slopes, so those who make the journey do so at as brisk a pace as possible. Hairpin Road winds down from Getander Pass in Stensia, and is watched by vampires. Bower Passage leads from Gavony straight into the heart of the forest. Dryads and nature spirits are said to haunt the passage. Briar Bridge crosses a river into Nephalia province.

The Approaches

The Approaches are an isolated region that has resisted Avacynian worship. Verlasen is the largest of the three towns there, and its manor has been taken over by the planeswalker known as Davriel Cane.

Nephalia

Nephalia is the coastal province of Innistrad. Dwellers interested in trade are attracted by a number of small-to-medium port towns, most situated at the mouth of a river that leads further inland. Nephalia's sloughs, sea mists, and mysteries cloak its commerce and crimes; it is populated mainly by humans, geists, and vampires of the Stromkirk bloodline, all of whom seek business, secrets, or solitude. The province's silver sand beaches, punctuated with rocky promontories and sea caves, afford the easiest access to its fog-shrouded ocean.

In Nephalia, skaaberen and ghoulcallers can be found in remote areas where they practice their dark arts without much interference from the suspicious citizens or Avacynian authorities. A group of mercenaries known as the Skiltfolk hire out their services to merchants and travelers who wish to cross Nephalia without using the Erdwal or who wish to go to other areas off the beaten path. Nephalia is also home to a cult of that worships the kraken horror Kralmar.

Port Towns

Havengul is the largest of the three cities of the Innistrad province Nephalia. It stands at the mouth of the Silburlind River. The population of Havengul consists of human craftworkers, shipbuilders, smiths, and traders. The Avacynian church has established a small fort here known as the Elgaud Grounds. Many Nephalians are wary of the priesthood and watch them like hawks. As long as the church brings trade to and from Thraben, they are given a pass from the key players in Nephalia. Havengul is home to the infamous siblings Gisa Cerani, a ghoulcaller necromancer, and her skaberen brother Geralf.

Drunau is a port town at the mouth of the Alrun River. In this town is Stromkirk Keep, home of the Stromkirk vampire bloodline, from which they rule over Nephalia. Also in this town are the secretive order of vampire hunters called Fouchard, who are hunted by the vampires.

Selhoff is a foggy, quiet port where the Nebelgast, the spirit-mist, is most active. Selhoff lies on a small river delta where the river Ospid empties out into the Bay of Vustrow. Mist almost perpetually covers the town and the nearby Morkrut Swamp. The Morkrut has been a dumping place for murder victims and unclaimed bodies for which no one will pay for proper burial. Because of this, the Morkrut is filled with banshees and other malevolent geists.

The Nebelgast or 'Breath of the Sleepless' is a geist-filled fog that surrounds the known plane of Innistrad. It consists mainly of the *marei*, drowned sailors and shipwreck victims, and the *niblis*, frost phantoms.

Stensia

The province of Stensia is Innistrad's most unexplored and the most legendary. Its valleys range from pasture fields to sinister swamps where dead conifer sink slowly. Its wooded lands, crossed by a dense fog, show chromatic colors, and its mountains disappear in the clouds. The sun never seems to shine in Stensia. It borders Kessig, and parts of it are within line of sight of Thraben and the Nephalia coastline.

The powers that govern Stensia, the vampiric bloodlines, reap the benefits of the isolation in the region. The chain of mountains of Geier Reach that dominates the province, separates the valleys from each other, making them easier to monitor and control.

Geier Reach

The mountain range that dominates Stensia, the Geier Reach, defines it utterly. This chain grows steadily higher in elevation as it moves from the borders with Gavony and Kessig toward the province's outer edge. Inland, the mountain peaks are forested, whereas in the chain's middle the tree line gives way to bare rock; at its verge, the peaks disappear into the clouds. The highlands are dotted with caves and crevasses that are reigned by vultures, bats, and other larger creatures. The passes through Geier Reach are few and precious; all who travel into or out of the province must use them. In the remotest parts of the Geier Reach live dragons, brutal fire-breathers that prey on any creature that strays into their territories.

Stensia's Valleys

The shape of the Geier Reach creates two long valleys in the province, and foothills separate those valleys into numerous, isolated segments.

Inland Valleys

Between the first and second ridge of the Geier Reach lie the scattered dales called the Inland valleys. At the one end, this stretch leads to Getander Pass and Kessig, a long, zig-zagging route watched by the rapacious Falkenrath vampires. On the other end the Ziel Pass offer's Stensia's only access to the sea. The Lurenbraum Fortress overlooks Ziel Pass. This immense fortress protects the huge Estate of the Voldaren bloodline. It has a view out to the coast of Nephalia. The steep Kruin Pass is the only reliable path into Gavony. It used to be watched by the Markov vampires. Also within the Inland valleys is Geier Reach Sanitarium, a mental asylum for "mad prophets" and other doomsayers.

Midland Range

The Midland Range divides the Inland valleys from those of the Outland. Only two passes connect the valleys across its precipitous slopes: Hosfaddel, a wide and well-trodden pass, and Needle's Eye, a narrow, treacherous, and deadly path. Between these two passes lies the **Ashmouth**, a demonic gateway where devils and demons pour through. It is a huge chasm deep enough to glow with magma from below. **Devilthorn Lodge** is a human watchtower guarding the Ashmouth, frequented by demon hunters and devout cathars.

The **Somberwald** is a winding, drooping wilderness adorning the hillsides. These woods are home to some of Innistrad's most noble and pristine creatures: bears, stags, and other things that have fled there over the centuries for safety and seclusion. Many of these creatures were once found in Kessig, but the spread of hunters, trappers, and werewolves there have driven them here, where they're safe in the shadow of the vampires.

The **Farbogs** are twin bogs flanking the middle ridge. Both were once groves of pines, but those trees now sink into the peat muck at odd angles, creating a tangle of dead trunks. The **Heron's Grace Monastery** is a noted pilgrimage destination between Hofsaddel and Getander Passes, founded on the ruins of Castle Falkenrath.

Outland Valleys

The outer valley is divided into eight pieces by terrain, three of which are noteworthy. The human village of **Shadowgrange**, the human rancher community of **Lammas**, and the abandoned **Maurer Estate**. Shadowgrange and Lammas are strange places populated by humans that are fiercely passionate about their lifestyles but also paranoid and fearful. Maurer Estate is a favorite haunt of newly sired vampires. Its founder Strefan Maurer, a progenitor of a minor vampiric bloodline, is still said to rule a remote region in the outland valleys.

Chapter 2: Character Classes

When you create a character for Dungeons & Dragons, you choose a class from the options presented in the *Player's Handbook*. This chapter provides guidelines on playing certain classes on Innistrad, and presents new subclass options. The Artificer class is from *Unearthed Arcana — The Artificer*.

Artificers are common on Innistrad. *Alchemists* and *Armorers* often find work in large cities. *Artillerists* might fuel their magic with captured geists, while *Battle Smiths* might be skaberen—mad scientists who use dead flesh to create artificial life.

Barbarians are not a common sight on Innistrad and might be found in the wilds as hunters or raiders. Those of the *Path of the Zealot* might be cathars in service to the Avacynian Church. The *Path of Ancestors* is presented later in this chapter.

Bards are also rare on Innistrad. Those of the *College of Glamour* might be springsages—Avacynian mages dedicated to healing and renewal. Other Bards would likely be performers who offer distraction from the horrors of Innistrad. The *College of Spirits* is presented later in this chapter.

Clerics populate the ranks of the Avacynian Church and make up many Cathar orders. Rather than serve a deity, Clerics of any *Domain* worships an angel or angelic flight. The *Grave Domain* is presented later in this chapter.

Druids of any *Circle* might be forcemages—wild witches who make pacts with nature spirits, or members of the Dawnhart Coven, an order that worships Innistrad's forgotten nature deity Ghrin-Danu. They might also be archmages of the Avacynian church, dedicated to using healing magic. The *Circle of Twilight* is presented later in this chapter.

Fighters fill all the usual roles on Innistrad, as cathars, soldiers, militia captains, town guards.

Monks are very rare on Innistrad, and would likely be monks in the traditional sense—wandering pilgrims in service to the Avacynian Church.

Paladins of every *Oath* fill the ranks of many cathar orders, devoted servants of the angels and the Avacynian Church.

Rangers are common in Kessig and the forests of the Somberwald and Ulvenwald. They often find work as hunters, trappers, or guides.

Rogues are most common in Thraben and the cities of Nephalia, engaging in smuggling, thievery, corpse trading, and other unsavory lines of work. The *Inquisitive* and *Phantom* subclasses are presented later in this chapter.

Sorcerers are rare on Innistrad. Those of *Aberrant Sorcery* or *Wild Magic* might draw power from Emrakul, the eldritch horror trapped in Innistrad's moon. The *Storm Sorcery* subclass is presented later in this chapter.

Warlocks lurk in every corner in Innistrad. The *Archfey Patron* might be the forgotten nature deity Ghrin-Danu, while the *Celestial Patron* might be one of Innistrad's angels. A Warlock with a *Fiend Patron* might be a member of the demonic Skirsdag cult. The *Great Old One Patron* might be Emrakul, the eldritch horror trapped in Innistrad's moon. The *Fathomless Patrons* is presented later in this chapter.

Wizards are likely to be archmages of the Avacynian Church, but might also be hedge mages, local witches, or mad scientists. The *Necromancer* and *Sangromancer* subclasses are presented later in this chapter.

Chapter 3: Character Origins

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices for a character from Innistrad, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

Choose a Background

When you choose a background, choose an option presented in the *Player's Handbook* or one of the background options presented later in this chapter.

Choose a Species

When you choose a species, choose from the species options presented in this chapter.

At the DM's discretion, if your character is a visitor from another plane of existence, you can choose a species from another book. Species from across the Magic: the Gathering multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original *Plane Shift* supplements, and the rest of the *Planeshifted Guides* series.

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Every player character knows Common, which was created by the Church of Avacyn to facilitate communication between the provinces. The other standard languages originated with the first humans of each province.

At the DM's discretion, if your character is native to another plane of existence, they might speak a language from that plane.

Standard Languages

1d6	Language	Origin
—	Common	Church of Avacyn
1–2	Common Sign Language	Church of Avacyn
3	Gavony	Gavony Province
4	Kessiger	Kessig Province
5	Nephalian	Nephalia Province
6	Stensian	Stensia Province

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread on Innistrad.

Rare Languages

Language	Origin
Demonic	Demons & Devils
Druidic	Dawnhart Coven
Draconic	Dragons
Primordial	Elementals
Thieves' Cant	Criminals

Background Descriptions

Two backgrounds are presented in this section: Cultist and Pilgrim. See the *Player's Handbook* for how to read a background.

STEVE PRESCOTT

Cultist

Ability Scores: Dexterity, Intelligence, Charisma
Feat: Magic Initiate (Wizard) (see the *Player's Handbook*)
Skill Proficiencies: Arcana and Religion
Tool Proficiency: Disguise Kit
Equipment: *Choose A or B:* (A) Bell, Dagger, Disguise Kit, Lamp, 2 flasks of Oil, Robe, 20 GP; or (B) 50 GP

You scarcely recall what drove you into the service of the otherworldly being. By the light of each waning moon, the hierophants instructed you in the being's creed and the rudiments of the arcane arts. When you came of age, you were ordered to blend in among the nonbelievers and await whatever mission the Great One has in store.

Pilgrim

Ability Scores: Strength, Wisdom, Charisma
Feat: Healer (see the *Player's Handbook*)
Skill Proficiencies: Religion and Survival
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Bedroll, Healer's Kit, Holy Symbol, Navigator's Tools, 2 days of Rations, Tent, Traveler's Clothes, 9 GP; or (B) 50 GP

You and a group of like-minded believers once endeavored to walk a thousand miles of road to reach a faraway shrine. Priests counseled at the outset that, long after your journey was complete, you'd come to realize that you found the key to your salvation not at your destination, but somewhere along the road that led there.

IGOR KIERYLUK

Species Descriptions

See the *Player's Handbook* for how to read a species. Nine species are presented in this section in alphabetical order:

Bonded	Homunculus	Skaab
Dryad	Human	Vampire
Half-Devil	Shapeshifter	Werewolf

Bonded

The Bonded are humans who experience a form of possession from a geist or demon. Rather than being taken over completely by the possessing spirit, the bonded retains their faculties and draws power from the spirit. Knights of the Order of Saint Traft are especially known for having bonded among their members, who are possessed by the geists of fallen heros and empowered to fight evil.

The spirit has its own personality and agenda, which might be at odds with the bonded. No matter the relationship between the two, the unique state of the bonded cannot be ended with magic that ends possession.

Bonded Traits

Creature Type: Humanoid
Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species
Speed: 30 feet

As a Bonded, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Ethereal Guidance. You have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.

Intangible Virtue. When you take Bludgeoning, Piercing, or Slashing damage, reduce the total damage taken by 1d4.

Possessed Magic. You know the *Thaumaturgy* cantrip. You learn a higher level spell when you reach character levels 3 (*Detect Magic*) and 5 (*See Invisibility*). You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Dryad

Dryads are elementals, manifestations of nature. They appear as beautiful humanoids wrapped in vine and thorn. They make their home in the Somberwald, a winding, drooping pine forest in the Geier Reach mountains of Stensia province. They suffer no intruders into their domain, and ever since the arrival of the Eldrazi horror Emrakul, and her subsequent imprisonment in the moon, the dryads have become more aggressive, making communication between the villages spread in the forest difficult.

Dryad Traits

Creature Type: Fey
Size: Medium (about 4-5 feet tall)
Speed: 30 feet

As a Dryad, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Dryad Magic. You know the *Druidcraft* cantrip. You learn a higher level spell when you reach character levels 3 (*Speak with Animals*) and 5 (*Speak with Plants*). You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Rare Language. When you choose languages you know, you can choose Primordial.

Tree Step. As a Bonus Action, you can spend 10 feet of movement to teleport to an unoccupied space you can see within 60 feet. Both the space you leave and your destination must be within 5 feet of a Medium or larger living tree.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Half-Devil

Devils are infernal perpetrators of malicious mischief. They make up the personal armies and entourages of the demons—those creatures' selfish desires and urges made flesh. Cruel and gleefully sadistic, devils have no regard for the safety of themselves or others. They delight in destruction, mayhem, and pain.

The planeswalker Tibalt is a half-devil, the result of a potent and hateful spell. The spell fused his own essence with the devils at his side. This spell still exist, and could be used by others to achieve a similar infernal legacy.

Demonic Devils & Diabolic Demons

In other D&D worlds, devils typically take the role of lawful evil forces, making deals with mortals, while demons typically represent chaos. In the worlds of Magic: the Gathering, these roles are reversed: Demons are conniving contract makers, while devils are lawless and chaotic.

Half-Devil Traits

Creature Type: Humanoid
Size: Medium (about 4-7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Half-Devil, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. You know the *Fire Bolt* and *Thaumaturgy* cantrips. You learn a higher level spell when you reach character levels 3 (*Hellish Rebuke*) and 5 (*Crown of Madness*). You always have those spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Fire Resistance. You have Resistance to Fire damage.

Rare Language. When you choose languages you know, you can choose Demonic.

Homunculus

Stitchers and necro-alchemists of Innistrad often create and utilize homunculi, which are small subservient living constructs. They are used for menial tasks including collecting parts for skaab creation and maintaining libraries and laboratories. They often appear as blue-skinned cyclopean humanoids.

Homunculus Traits

Creature Type: Construct
Size: Small (about 2–3 feet tall)
Speed: 30 feet

As a Homunculus, you have these special traits.

Built for Success. When you fail a D20 Test, you can add 1d4 to the d20, potentially turning the failure into a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Specialized Design. You gain proficiency in one skill and with one tool of your choice.

Unusual Nature. You don't gain levels of Exhaustion from suffocation or forgoing food and drink.

Human

Innistrad's population is mostly human, and they are found throughout the four provinces.

Gavony folk are known for being well rounded.

Kessigers are farmers, millers, weavers, and stonemasons, living close to the land and working hard for every meal. This makes them self-reliant, pragmatic, and plainspoken.

Nephalians maintain a semblance of normalcy beneath an ever-present shroud of fog billowing in from the sea. They buy and sell goods from across Innistrad in their bustling markets, set out to sea in tiny fishing boats, or till the soggy earth in waterlogged fields.

Sstensians have endured countless generations of hardship due to proximity to the vampire strongholds, leading to many lost children and neighbors. They are proud and fervent in their beliefs but seem brusque or even cold to the people of other provinces.

Human Traits

Creature Type: Humanoid
Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species
Speed: 30 feet

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. The Provincial Origins table shows recommended skills based on your province of origin.

Versatile. You gain an Origin feat of your choice. The Provincial Origins table shows recommended feats based on your province of origin.

Provincial Origin

Province	Skill	Feat
Gavony	Insight	Skilled
Kessig	Survival	Alert
Nephalia	Investigation	Skilled
Stensia	Intimidation	Tough

Shapeshifter

Shapeshifters are mysterious, even for a plane like Innistrad. Shapeshifters appear as other humans they have seen, and seem to originate from a kind of mirror world that exists beyond the reflections of Innistrad's mirrors. Their true nature is unknown, perhaps even to themselves. Many are content to live in peace among humans, but some use their abilities to mimic appearances for nefarious gain.

Shapeshifter Traits

Creature Type: Fey
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

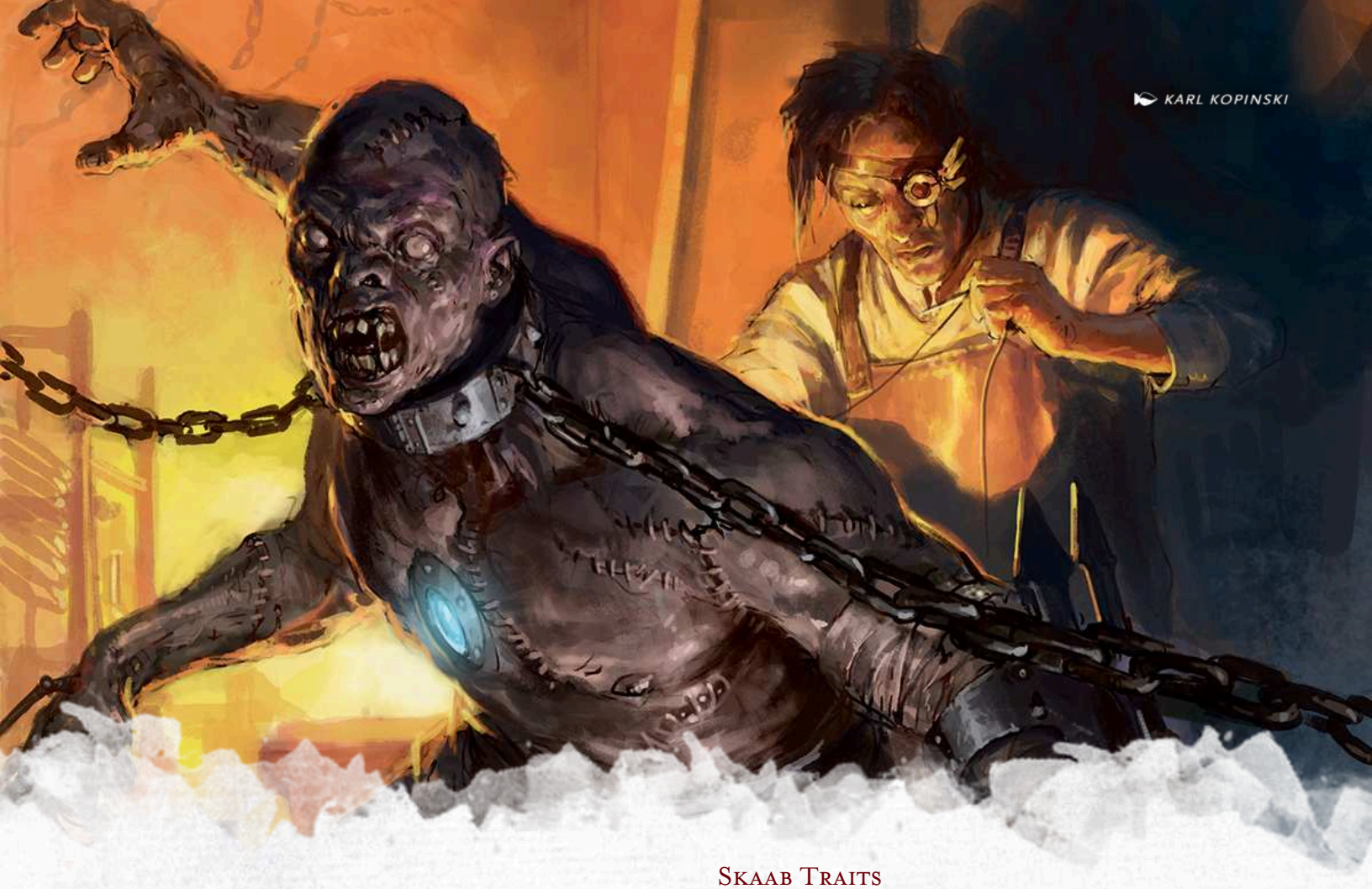
As a Shapeshifter, you have these special traits.

Extra Language. You learn a standard or rare language of your choice.

Shapechange. You can shape-shift as a Magic action, transforming your appearance and your voice. You can adjust your height between Medium (4–7 feet tall) and Small (2–4 feet tall) and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of your appearance is up to you. Your equipment isn't changed by this trait.

The transformation lasts until you end it as a Magic action or you die.

Shapeshifter Instinct. You gain proficiency in the Deception, Insight, Intimidation, Performance, or Persuasion skill.



Skaab

Skaabs are zombies assembled from disparate body parts and animated through scientific means by Skaberen scientists, also called stitchers. Most skaabs are more or less humanlike, but creative stitchers have crafted winged skaabs similar to the drakes of other worlds, towering giant skaabs, and unrecognizable horrors.

Skaberen go through an elaborate process to gather body parts, bind them together, infuse the stitched body with vital fluid, and plant a vital force in its unliving flesh. Some skaberen even use necro-alchemy to fuel their laboratories.

Skaab Traits

Creature Type: Construct
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Skaab, you have these special traits.

Ageless. You don't age and can't be aged magically.

Amalgamation. Choose one of the following benefits—an integration into your constructed form:

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.
Secondary Arms. You have an extra pair of arms. You can take the Utilize action as a Bonus Action.
Tattered Wings. As a Bonus Action, you can gain a Fly Speed equal to your Speed until the end of the current turn. When the turn ends, you fall unless you have some other means of staying aloft.
Two-Headed. You have an extra head. You have Advantage on saving throws you make to avoid or end the Blinded or Deafened condition.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from suffocation or forgoing food and drink.

Vampire

Vampires on Innistrad form a civilization that stands alongside and in direct competition with humanity, presenting the greatest danger to human life on the plane. Like werewolves, vampires were originally human, and they view themselves as successors to the weak human race—even as they begrudgingly recognize that they require human blood to feed upon. They are the embodiment of self-indulgent desire, pursuing hedonistic cravings that humans suppress out of a sense of morality and propriety.

While similar to their counterparts on other planes, vampirism on Innistrad is a magical anointing of the blood with fiendish origin, not a curse or spreading disease. Innistrad vampires have distinctive eyes, appearing as pools of gold or silver surrounded by black. They have pale skin that is cool to the touch. Their canine teeth are slightly pronounced at all times, and they extend significantly when they bite to feed.

Vampire Traits

Creature Type: Undead
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Vampire, you have these special traits.

Ageless. You don't age and can't be aged magically.

Aura of Silence. As a Bonus Action, you can manifest an aura of silence in a 5-foot Emanation until the end of the current turn. No sound can be created within or pass through the Emanation. While inside the Emanation, creatures have the Deafened condition and Immunity to Thunder damage. Casting a spell that includes a Verbal component is impossible there.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Darkvision. You have Darkvision with a range of 60 feet.

Draining Bite. When you hit with your Unarmed Strike and deal damage, you can deal Necrotic damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

If the target is a willing Humanoid or one that has the Grappled, Incapacitated, or Restrained condition, you gain Temporary Hit Points equal to the Necrotic damage taken.

Unusual Nature. You don't gain levels of Exhaustion from forgoing food and drink.

Werewolf

Driven by their passions, their supernatural hunger, and the cycle of the moon, werewolves shed their tenuous humanity to embrace the savage predator within. Lycanthropy—the condition that turns humans into werewolves—is a supernatural curse that causes the victim's spiritual essence to become mingled with the wild essence of nature, symbolized by the wolf. A person afflicted with lycanthropy is forever in doubt of their own urges and instincts.

Werewolves in canid form are beings of unparalleled savagery and strength. Their howl is said to release the wolf's spirit within, a harrowing sound that fogs the air and chills the night.

The exact means by which a person is subjected to the curse of lycanthropy is unknown and clouded by superstition. It's likely that the curse can be imposed by a variety of different means—including intentional participation in a ritual meant to invoke the curse. Sometimes, it seems that a werewolf howlpack chooses a victim; certainly, most victims share a common experience of being called to join the pack.

Werewolves are often lone hunters, stalking and killing humans as singular monsters in towns and villages, but some werewolves form loose social groups in the wild, called howlpacks. The population of any howlpack waxes and wanes like the moon, gaining and losing members as individual lycanthropes enter or leave their canid state. Known howlpacks include the Krallenhorde, the Vildin Pack, the Mondronen, and the Leeraug.

Werewolf Traits

Creature Type: Humanoid
Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species
Speed: 30 feet

As a Werewolf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Shapechanger. You can transform as a Bonus Action, shape-shifting into a wolf-human hybrid. The transformation lasts for 1 minute or until you end it (no action required). You can transform a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

When you hit with your Unarmed Strike and deal damage while transformed, you can deal 1d6 plus your Strength modifier Piercing or Slashing damage instead of the normal damage of your Unarmed Strike (choose the damage type each time you use your Unarmed Strike).

Whenever you transform, you gain one of the following additional benefits (choose when you select this species):

Krallenhorde. When you transform, you gain Temporary Hit Points equal to 2d6 plus your Proficiency Bonus.

Leeraug. While transformed, you have Advantage on attack rolls against a creature if that creature is Bloodied.

Mondronen. While transformed and Bloodied, your attacks deal extra damage to creatures equal to your Proficiency Bonus.

Vildin. While transformed, you can take the Dash action as a Bonus Action.

Chapter 4: Feats

This section offers a collection of feats, which are special features not tied to a character class. If you're instructed to choose a feat, you can choose from the options presented in this section. By whatever means you acquire a feat, you can take it only once unless its description says otherwise.

Feat Descriptions

See the *Player's Handbook* for how to read a feat. The feats are presented in alphabetical order.

Dungeon Delver

Origin Feat

You gain the following benefits.

Danger Sense. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

Darkvision. You have Darkvision with a range of 60 feet. If you already have Darkvision, its range increases by 60 feet.

Eye for Secrets. You have Advantage on Wisdom (Perception) and Intelligence (Investigation) checks you make to detect secret doors and traps.

Spelunking. You can move through a narrow opening sized for a creature one size smaller than you without it counting as Difficult Terrain.

Echoing Soul

Origin Feat

You gain the following benefits.

Channeled Prowess. You gain proficiency in two skills of your choice.

Inherent Tongue. You learn a standard or rare language of your choice.

Intrusive Echoes. When you roll a 1 on the d20 of a D20 Test, roll on the Intrusive Echoes table to determine the effect of the memories that plague you. Once one of these effects occurs, you don't roll on the table again until you finish a Short or Long Rest.

Intrusive Echoes

1d6	Effect
1	You have the Charmed condition for 1 minute or until you take damage.
2	You have the Frightened condition for 1 minute or until you take damage.
3	You have the Blinded condition until the end of your next turn.
4	Your Speed is halved until the end of your next turn.
5	You have the Incapacitated condition until the end of your next turn.
6	Reroll the d20. You must use the new roll.

Gathered Whispers

Origin Feat

You gain the following benefits.

Spirit Whispers. You learn the *Message* cantrip and can cast it without spell components. Wisdom, Intelligence, or Charisma is your spellcasting ability for it (choose the ability when you select this feat).

Sudden Cacophony. When you're hit by an attack roll, you can take a Reaction to add your Proficiency Bonus to your Armor Class, potentially causing the attack to miss you. Once this benefit causes an attack to miss, you can't use the benefit again until you finish a Long Rest.

Voices from Beyond. When you roll a 1 on the d20 of a D20 Test, roll on the Voices from Beyond table to determine the effect of the whispers that haunt you. Once one of these effects occurs, you don't roll on the table again until you finish a Short or Long Rest.

Voices from Beyond

1d4	Effect
1	You have Disadvantage on the next D20 Test you make.
2	You have Deafened condition for 1 minute.
3	You have the Frightened condition until the end of your next turn.
4	You can cast the *Augury* spell once within the next 10 minutes without expending a spell slot and without a Material component.

Living Shadow

Origin Feat

You gain the following benefits.

Grasping Shadow. You learn the *Mage Hand* cantrip and can cast it without spell components. Wisdom, Intelligence, or Charisma is your spellcasting ability for it (choose the ability when you select this feat).

Shadow Strike. When you make a melee attack as part of the Attack action on your turn, you can increase your reach for that attack by 10 feet. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Ominous Will. When you roll a 1 on the d20 of a D20 Test, your shadow exerts its will. The next time you or a creature within 30 feet of you makes a D20 Test, roll 1d4. If the result is odd, subtract it from the d20. If the result is even, add it to the d20. Once one of these effects occurs, it can't do so again until you finish a Short or Long Rest.

Mist Walker

Origin Feat

You gain the following benefits.

Misty Step. You always have the *Misty Step* spell prepared. You can cast it once without a spell slot, and regain the ability to cast it in this way when you finish a Long Rest. You can also cast it using spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this feat).

Mist Traveler. You can see through areas that are Heavily Obscured as though they were Lightly Obscured.

Poisoned Roots. Whenever you finish a Short Rest, you must succeed on a DC 15 Constitution saving throw or generate mist in a 10-foot Emanation until you finish a Short or Long Rest. The Emanation is Lightly Obscured.

Taxidermist

Origin Feat

You gain the following benefits.

Leatherworker's Tools. You gain proficiency with Leatherworker's Tools if you don't already have it.

Preserve Material. You can cast the *Gentle Repose* spell as a Ritual, using Leatherworker's Tools as a Spellcasting Focus. Wisdom is your spellcasting ability for it.

Skinner. When you craft an item with Leatherworker's Tools, the amount of raw materials required to craft it is halved. For example, you need 2 GP and 5 SP of raw materials to make Leather Armor, which sells for 10 GP.

Touch of Death

Origin Feat

You gain the following benefits.

Death Touch. When you hit with your Unarmed Strike and deal damage, the target takes an extra 1d10 Necrotic damage. This damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Inescapable Death. Attacks you make and spells you cast ignore Resistance to Necrotic damage.

Withering Contact. A creature that starts its turn in a grapple with you takes 1d10 Necrotic damage.

Trapper

You gain the following benefits.

Thieves' Tools. You gain proficiency with Thieves' Tools if you don't already have it.

Expert Traps. Whenever you take a Utilize action to use Ball Bearings, Caltrops, or a Hunting Trap, you can replace the DC of the saving throw required to avoid or end the item's effects. The new DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Trapmaker. When you finish a Long Rest, you can craft Ball Bearings, Caltrops, or a Hunting Trap, provided you have Thieves' Tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

Vampiric Glamer

General Feat (Prerequisites: Level 4+, Vampire Species)

You gain the following benefits.

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Disguise. As a Magic action, you can disguise yourself with an illusion, appearing human until you end the illusion (no action required). To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check (DC 8 plus your Charisma modifier and Proficiency Bonus).

Vampiric Magic

General Feat (Prerequisites: Level 4+, Vampire Species)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Vampire Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Vampire Lineages table. You learn a spell as shown on the table and always have that spell prepared. You can cast it once without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. The table indicates if the spell has any restrictions when you cast it with this feat. Your spellcasting ability for the spell is the ability increased by this feat.

Vampire Lineages

Lineage	Spell
Falkenrath	*Fly* (self only)
Markov	*Charm Person*
Stromkirk	*Disguise Self*
Voldaren	*Polymorph* (self only; choosing **Bat** only)
Domnathi	*Gaseous Form* (self only)

Wolfir

General Feat (Level 4+, Werewolf Species)

You are always transformed by your Shapechanger trait and can't shape-shift to your original form.

Chapter 5: Equipment

This chapter provides rules and prices for equipment that characters might purchase or find during an adventure or campaign in Innistrad. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

Coins

Denominations of Innistrad currency include Sovereigns (GP), Silvers (SP), and Coppers (CP). See the *Player's Handbook* for their relative value.

Coins are stamped with Avacyn's collar surrounded by laurels on one face, and an angel with unfurled wings wielding a longsword on the other face. Coins are minted by the Avacynian church in the city of Thraben.

Weapons

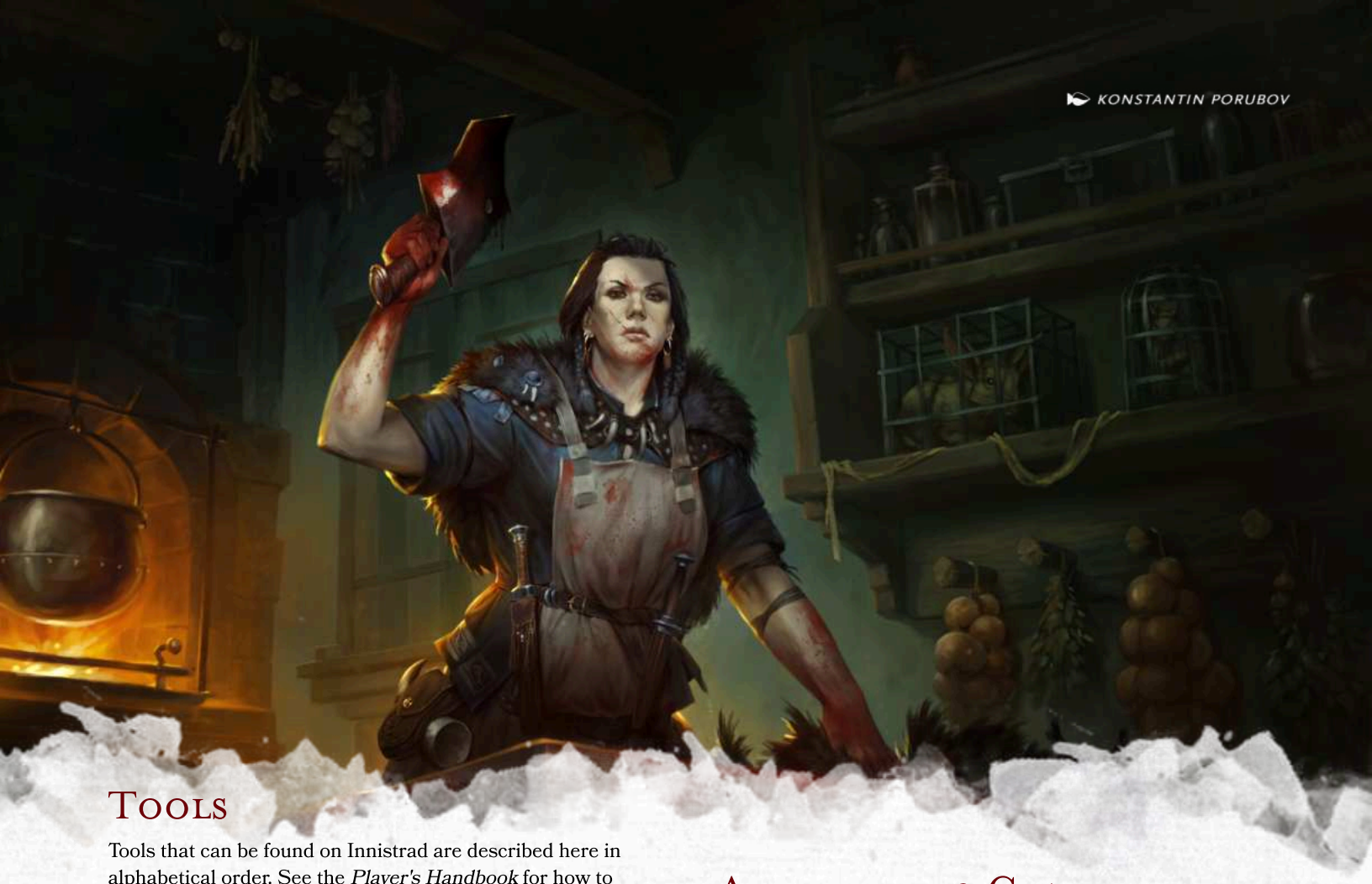
The New Weapons table below shows additional weapons that can be found on Innistrad. The table lists the cost and weight of each weapon, as well as additional details. See the *Player's Handbook* for definitions on those details.

Unknown Weapons

Muskets and Pistols are unknown on Innistrad (along with their ammunition). At the DM's discretion, a character might be able to acquire such weapons; perhaps the character is from another plane, or a character with a high Intelligence might be able to craft a unique version of such weapons.

New Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Simple Melee Weapons					
Pitchfork	1d6 Piercing	Versatile (2d4)	Vex	8 lb.	9 GP
Scythe	2d4 Slashing	Two-Handed, Reach	Topple	10 lb.	5 GP
Spiked Club	1d4 Piercing	Light	Vex	3 lb.	1 GP
Spiked Greatclub	1d8 Piercing	Two-Handed	Graze	12 lb.	2 GP
Martial Melee Weapons					
Chakram	1d6 Slashing	Finesse, Light, Thrown (Range 20/60)	Vex	2 lb.	15 GP
Fauchard	2d6 Slashing	Heavy, Reach, Two-Handed	Topple	10 lb.	18 GP
Scourge	1d8 Slashing	Finesse	Graze	4 lb.	3 GP
Spiked Chain	2d4 Piercing	Reach, Two-Handed	Topple	2 lb.	15 GP
Martial Ranged Weapons					
Slinger	1d12 Slashing	Ammunition (Range 30/120; Sawblade), Loading, Two-Handed	Graze	10 lb.	500 GP



Tools

Tools that can be found on Innistrad are described here in alphabetical order. See the *Player's Handbook* for how to read a tool's description.

Embalming Tools (35 GP)

Ability: Intelligence **Weight:** 10 lb.
Utilize: Preserve organic material (DC 10), or prepare a corpse for burial (DC 10)

Entomologist's Tools (10 GP)

Ability: Wisdom **Weight:** 3 lb.
Utilize: Calm an aggressive insect or swarm (DC 15), or identify an insect (DC 10)
Craft: Candle, Jar of Bees (described later in this chapter)

Fishing Tackle (1 GP)

Ability: Wisdom **Weight:** 4 lb.
Utilize: Catch an edible fish that weighs 1/4 lb. (DC 20)
Craft: Net, Rations, String

Orthodontist's Tools

Ability: Intelligence **Weight:** 6 lb.
Utilize: Identify a bite mark (DC 10), or safely remove a creature's tooth (DC 15)
Craft: Antitoxin

Adventuring Gear

The Adventuring Gear table in this section includes gear that can be found on Innistrad. These items are described here in alphabetical order, with an item's price appearing after its name.

Adventuring Gear

Item	Weight	Cost
Ammunition	Varies	Varies
Arcane Focus	Varies	Varies
Chalk	—	1 CP
Druidic Focus	Varies	Varies
Glue	—	1 SP
Holy Symbol	Varies	Varies
Hookhand	1 lb.	50 GP
Incense	—	10 GP
Jar of Bees	1 lb.	50 GP
Mancatcher	8 lb.	20 GP
Mask	1 lb.	5 GP
Satchel, Sawblade	2 lb.	3 GP
Whetstone	1 lb.	1 CP

Ammunition (Varies)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought seperately.

Ammunition

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP
Sawblade	10	Satchel	2 lb.	3 GP

Arcane Focus (Varies)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

Arcane Focuses

Focus	Weight	Cost
Bowl		
Candle		
Dagger		
Orb		
Staff (also a Quarterstaff)		
Wand		

Chalk (1 CP)

A piece of chalk can be used to write on almost any surface, and lasts long enough to cover one 5-foot square.

Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved or painted to channel primal magic. A Druid or Ranger can use such an item as a Spellcasting Focus.

Druidic Focuses

Focus	Weight	Cost
Acorn		
Amber stone		
Bone wand		
Flower wreath		
Leaf		
Raven feather		
Yew wand		

Glue (1 SP)

Glue comes in a 4-ounce vial. One ounce of Glue can cover a 1-foot square surface. Applying an ounce of Glue takes a Utilize action, and the applied glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by successful DC 15 Strength (Athletics) check.

Holy Symbol (Varies)

A Holy Symbol takes one of the forms in the Holy Symbols table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use such an item as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, engraved on a weapon, or borne on fabric (such as clothing or a banner) or armor.

Holy Symbols

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on armor or fabric)	—	5 GP
Embellishment (engraved on a weapon)	—	20 GP

BRIAN VALEZA

Hookhand (50 GP)

A Hookhand replaces a lost hand or arm. When you hit with your Unarmed Strike and deal damage while the Hookhand is attached, you can deal Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. You can detach or reattach the Hookhand as a Utilize action, and it can't be removed against your will while you are alive.

Incense (10 GP)

Incense is typically burned in a censer and burns for 1 hour, creating a a 15-foot Emanation originating from the Incense. Each creature in the Emanation has Advantage on saving throws it makes to avoid or end the Frightened condition.

Jar of Bees (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Jar of Bees. Target a space you can see within 20 feet of yourself. Bees fill that space, using the statistics for a **Swarm of Wasps** (see the *Monster Manual* for its stat block). The swarm is Hostile to all creatures.

Mancatcher (20 GP)

When you take the Attack action, you can replace one of your attacks with using a Mancatcher. Target a creature you can see within 10 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Grappled condition until it is freed. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Grappled creature on a success. If you use the Mancatcher again the target is also freed, ending the effect.

Mask (5 GP)

While you're wearing a Mask, creatures have Disadvantage on any ability check they make to identify you by sight.

Satchel, Sawblade (3 GP)

A Sawblade Satchel holds up to 10 Sawblades.

Whetstone (1 CP)

With 1 minute of work, you can use a Whetstone to sharpen one weapon or up to three pieces of ammunition, which destroys the Whetstone. When you roll a 1 on a damage roll that deals Piercing or Slashing damage with the sharpened weapon or ammunition, you can reroll the die and you must use the new roll. Once sharpened, the weapon or ammunition retains sharpness for 1 hour.

Chapter 6: Spells

Magic functions on Innistrad as it does in most other D&D settings. This chapter provides descriptions of common spells used on Innistrad. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

Spell Descriptions

If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter. Some spells appear on the Artificer spell list. The Artificer class is from *Unearthed Arcana — The Artificer*.

The spells are presented in alphabetical order.

Blessed Defiance

Level 3 Necromancy (Cleric, Paladin, Warlock, Wizard)

Casting Time: Reaction, which you take when you are reduced to 0 Hit Points
Range: Self
Components: V
Duration: 1 minute

Your spirit manifests in your space as a **Specter** (see the *Monster Manual* for its stat block). The creature disappears when it drops to 0 Hit Points, when you become Stable, or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. You decide what actions the creature takes and where it moves.

Borrowed Knowledge

Level 2 Divination (Bard, Cleric, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a book worth 25+ GP)
Duration: 1 hour

Choose a skill. You have proficiency in the chosen skill until the spell ends. The spell ends early if you cast it again.

Cause Fear

Level 1 Necromancy (Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

One creature you can see within range must succeed on a Wisdom saving throw or have the Frightened condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Constructs and Undead automatically succeed on saves against this spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1. Each target must be within 30 feet of each other target.

Ceremony

Level 1 Abjuration (Cleric, Paladin)

Casting Time: 1 hour or Ritual
Range: Touch
Components: V, S, M (powdered silver worth 25+ GP, which the spell consumes)
Duration: Instantaneous

You touch a target and perform a magical rite, choosing one of the following options.

Atonement. You restore the original alignment of a Humanoid whose alignment has changed against its will.

Bless Water. You transform a Vial of water into Holy Water.

Coming of Age. You bless a Humanoid for 24 hours. Whenever the blessed target makes an ability check or saving throw, it adds 1d4 to the check. A creature can benefit from this option only once.

Dedication. You bless a Humanoid for 7 days. The blessed target gains a +2 bonus to AC while within 30 feet of you. A creature can benefit from this option only once.

Funeral Rite. You bless a corpse for 7 days. The blessed target is protected from decay and can't become Undead.

Chant of the Skifsang

Level 4 Enchantment (Bard)

Casting Time: Action
Range: Self (30-foot Emanation)
Components: V
Duration: Concentration, up to 10 minutes

You produce an enchanting melody in a 30-foot Emanation for the duration. When you cast the spell, each creature in the Emanation must succeed on a Wisdom saving throw or have the Charmed condition until the end of its next turn. On its turn, a Charmed target moves as close to you as it can, using the safest route.

Until the spell ends, you can take a Bonus Action on each of your later turns to have each creature in the Emanation make this save again.

Curse of Lycanthropy

Level 6 Transmutation (Druid, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a pint of animal blood)
Duration: Until dispelled

One Humanoid you touch must succeed a Constitution saving throw or be cursed with werewolf lycanthropy. If the target is a Monster, it transforms into a **Werewolf** (see the *Monster Manual* for its stat block). If the target is a player character, its species changes to the Werewolf species in chapter 3.

The target can only be returned to its original form with a *Remove Curse* (level 6+) or *Wish* spell.

Danse Macabre

Level 5 Necromancy (Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

Choose up to five corpses of Medium or Small Humanoids within range. Each one becomes your choice of a **Skeleton** or **Zombie** under your control (see the *Player's Handbook* for its stat block).

As a Bonus Action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete.

The creature is under your control until the spell ends, after which it becomes a corpse once more.

Using a Higher-Level Spell Slot. You can target two additional corpses for each spell slot level above 5.

Darts of Bone

Level 6 Necromancy (Artificer, Warlock, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a bone, which the spell consumes)
Duration: Concentration, up to 1 minute

You create nine bone darts that float around you in your space for the duration. Until the spell ends, you can take a Bonus Action to launch a dart at a creature you can see within 120 feet of yourself. Make a ranged spell attack against the target. On a hit, the target takes 1d4 Piercing damage plus 2d6 Necrotic damage, and the target gains 1 level of Exhaustion that lasts for the duration. When you launch the ninth bone dart, the spell ends.

Dismantling Blow

Level 3 Evocation (Artificer, Paladin)

Casting Time: Bonus Action, which you take immediately after hitting an object or structure with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Instantaneous

The hit is a Critical Hit.

Dispel Item

Level 3 Abjuration (Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action
Range: 120 feet
Components: V, S
Duration: 1 minute

Choose one Common or Uncommon magic item you can see within range. The target's magical properties don't work for the duration.

Usign a Higher-Level Spell Slot. You can target a higher rarity magic item with a spell slot of level 5 (Rare), 7 (Very Rare) or 9 (Legendary).

Distract

Enchantment Cantrip (Bard, Warlock, Wizard)

Casting Time: Action
Range: 10 feet
Components: V, S
Duration: 1 round

Each creature you can see within range makes a Wisdom saving throw. On a failed save, a target has Disadvantage on Wisdom (Perception) checks and a −5 penalty to Passive Perception until the end of your next turn.

Fortune's Favor

Level 2 Divination (Warlock, Wizard)

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a white pearl worth 100+ GP, which the spell consumes)
Duration: 1 hour

You impart luck to yourself or a willing creature you can see within range. Until the spells ends, the target can choose Fortune or Misfortune as explained below, and then *Fortune's Favor* ends:

Fortune. When the target makes a D20 Test, it can have Advantage.
Misfortune. When a creature makes an attack roll against the target, the target can impose Disadvantage on the attack roll.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Gruesome Deformity

Level 2 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a shard of mirror)
Duration: Concentration, up to 1 hour

One Humanoid you can see within range makes a Constitution saving throw. On a failed save, the target has Advantage on Charisma (Intimidation) checks and Disadvantage on Charisma (Performance or Persuasion) checks for the duration. Whenever the target succeeds on a Charisma check, it can repeat the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Mischief

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: S, M (a piece of crust from an applie pie)
Duration: Concentration, up to 1 minute

Wild magic fills a 20-foot Cube you can see within range and lasts for the duration.

When the Cube appears, roll 1d6 to determine its effect, consulting the table below. At the start of each of your turns until the spell ends, you can move the Cube up to 10 feet and roll on the table again to change its effect.

Each creature in the Cube when it appears must succeed on a saving throw or have a condition until the start of its next turn, as shown on the table. A creature also makes this save when the Cube moves into its space and when it enters then Cube's area or ends its turn there. A creature makes this save only once per turn.

1d6	Saving Throw	Condition
1	Strength	Restrained
2	Dexterity	Prone
3	Constitution	Blinded
4	Intelligence	Frightened
5	Wisdom	Incapacitated
6	Charisma	Charmed

Power Word Pain

Level 7 Enchantment (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous

A wave of intense pain assails one creature you can see within range. If the target has 100 hit points or fewer, it has the Charmed condition for the duration. During that time, its Speed is 10 and can't increase, and it has Disadvantage on any D20 Test that isn't a Constitution check or Constitution saving throw. If the Charmed target casts a spell, it must succeed on a Constitution saving throw or that spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot is expended.

The Charmed target makes a Constitution saving throw at the end of each of its turns, ending the spell on itself on a success.

Siphon Insight

Level 2 Divination (Artificer, Paladin, Warlock, Wizard)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike
Range: Self
Components: V
Duration: Instantaneous

Choose two of the following facts; you learn those facts as they pertain to the target hit by the attack:

- Armor Class
- One ability score (you choose which to learn)
- Resistances
- Immunities
- Vulnerabilities
- Special Senses, including Darkvision, Tremorsense, or Truesight

Soul Cage

Level 6 Necromancy (Warlock, Wizard)

Casting Time: Reaction, which you take when a Humanoid you can see within 60 feet of you dies
Range: 60 feet
Components: V, S, M (a tiny silver cage worth 100+ GP)
Duration: 8 hours

You trap the target's soul inside the tiny cage used as the spell's Material component. Until the spell ends, the soul remains trapped and the target can't be revived.

While a soul is trapped in the cage, you can use it in the ways described below, provided the cage is on your person. The spell ends early when you use the soul six times.

Borrow Experience. As a Bonus Action, you bolster yourself with the soul's life experience. The next D20 Test you make before the start of your next turn has Advantage.

Eyes of the Dead. As a Magic action, you can name a location the target saw in life. This creates an Invisible, invulnerable sensor at that location if it is on the same plane of existence as you. The sensor remains for 10 minutes or until you lose Concentration. You can see and hear through the sensor as if you were there. If something can see the sensor, it appears as a translucent, tormented image of the Humanoid whose soul is trapped.

Query Soul. As an Influence action, you ask the soul a question and receive a brief telepathic answer. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. Answers are usually brief and cryptic.

Recharge Magic Item. As a Magic action, one magic item you touch regains 1 expended charge, provided it can normally regain charges.

Steal Life. As a Bonus Action, you regain 2d8 Hit Points.

Stitcher's Anesthesia

Level 3 Enchantment (Artificer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: S, M (a bit of string and a needle)
Duration: Concentration, up to 1 hour

One Humanoid you touch must succeed on a Constitution saving throw or have the Blinded, Deafened, and Paralyzed conditions for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Sudden Awakening

Level 1 Enchantment (Bard, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: 10 feet
Components: V
Duration: Instantaneous

Choose any number of creatures you can see within range that have the Unconscious condition and 1 or more Hit Points. You end the Unconscious condition on each target, and each target can immediately take a Reaction to right itself without spending any movement.

Summon Ooze

Level 3 Conjuration (Druid, Ranger, Warlock, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M (a vial of slime worth 300+ GP)
Duration: Concentration, up to 1 hour

You call forth an Ooze spirit. It manifests in an unoccupied space that you can see within range and uses the Ooze Spirit stat block. When you cast the spell, choose Amorphous, Corrosive, or Gelatinous. The creature resembles an Ooze creature of the chosen quality, which determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Tidal Wave

Level 3 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a drop of water)
Duration: Instantaneous

A wave of water crashes down on an area within range. You can make the wave up to 30 feet long, 10 feet tall, and 10 feet deep. Each creature in the area makes a Dexterity saving throw. On a failed save, a creature takes 4d8 Bludgeoning damage and has the Prone condiiton. On a succuessful save, a creature takes half as much damage only. Unprotected flames in the area are extinguished.

Ooze Spirit

Medium Ooze, Neutral

AC 11 + the spell's level
HP 20 + 10 for each spell level above 3
Speed 15 ft.; Climb 15 ft. (Amorphous only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	5	–3	–3

Senses Darkvision 60 ft., Passive Perception 11
Languages None
CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Amorphous (Amorphous Only). The spirit can move through a space as narrow as 1 inch without it counting as Difficult Terrain.

Corrosive Form (Corrosive Only). A creature that hits the spirit with a melee attack roll takes 4 (1d8) Acid damage. The spirit eats through 2-inch-thick nonmagical wood or metal in 1 round.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (round down).

Psuedopod. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 3 + the spell's level Acid damage. *Hit (Corrosive Only):* Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by a creature who takes the Utilize action and succeeds on a DC 15 Dexterity check using Tinker's Tools to repair the armor.

Engulf (Gelatinous Only). *Dexterity Saving Throw:* DC equals your spell save DC, one creature the spirit can see within 5 feet of itself. *Failure:* The target is pulled into the spirit's space and engulfed. The engulfed target has the Grappled condition, is suffocating, can't speak or cast spells with a Verbal component, and has Total Cover. When the spirit moves, the engulfed target moves with it.

Unnatural Moonrise

Level 8 Illusion (Druid, Warlock, Wizard)

Casting Time: 1 minute
Range: 10 miles
Components: V, S, M (a black pearl worth 500+ GP)
Duration: Concentration, up to 24 hours

You create a powerful illusion of night within range for the duration. The spell's area is Dim Light and blocks sunlight. Spells that can only be cast at night, such as *Create Undead*, can be cast in the area.

Appendix A: Cosmology

The worlds of Magic: the Gathering are part of an immense multiverse, a collection of planes each with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

The Planes

The planes are the different worlds and dimensions in the Magic multiverse. They fall into the following categories:

Blind Eternities. The Blind Eternities is the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.

Planes. The distinct worlds of Magic are called planes, and are similar to the Material plane in other D&D cosmologies.

Realms. A Magic plane might have its own smaller worlds within it, called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.

Refractions. If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. Refractions can help explain deviations from the Magic Story within your campaign.

Planar Travel

When adventurers travel to other planes of existence, they undertake a legendary journey in which they might face supernatural guardians and undergo many ordeals. The nature of that journey and the trials along the way depend in part on the means of travel, such as portals or spells.

Omenpaths

Omenpaths are portals that allow travel between the planes. They are a remnant the Phyrexian Invasion, wherein the forces of New Phyrexia invaded multiple planes. Omenpaths can can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from simple. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

Omenpath Classifications

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories:

Evergreen. Evergreen Omenpaths are stable portals that opened in the wake of the Phyrexian invasion and have not yet closed.

Deciduous. Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.

Instanced. Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their classification. They might be open for days or mere seconds.

Known Omenpaths

The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

Known Evergreen Omenpaths

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica

Known Deciduous Omenpaths

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies

Planeswalking

A planeswalker is a sentient, living creature that possesses a "planeswalker spark," an imprint of aether on their soul. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

A planeswalker with an ignited spark can cast the *Plane Shift* spell on itself once per day, without expending a spell slot and without spell components.

Spells and Magic

Spells and magic items that allow access to other planes of existence often function differently in the Magic multiverse.

Astral Plane

On Innistrad, the *Astral Projection* spell and other magic that accesses the Astral Plane instead accesses the Blind Eternities.

Planar Communication

The Izzet Guild from the plane of Ravnica has constructed interplanar communication relays that allow creatures to communicate across planes. See *A Guildmaster's Guide to Ravnica* for more information about Ravnica and the Izzet Guild.

Planar Relay

While using a Planar Relay, a creature can take a Utilize action to speak a short message of 25 words or fewer into it and choose a destination relay on another plane. Any creature within 5 feet of the destination relay can hear the message. Typically, creatures who speak a language from one plane can't use it to communicate with creatures who speak a langauge of the same name from a different plane.

The Planar Relay Services table shows typical prices for using Planar Relays.

Planar Relay Services

Service	Cost
Communication	2 SP per word
Translation	2 CP per word

The Multiverse

Planes and realms that might be relevant to an Innistrad adventure or campaign are described below. They are presented in alphabetical order.

Ethereal Plane

Innistrad has its own Ethereal Plane. It functions like the Border Ethereal described in the *Dungeon Master's Guide*.

The Blind Eternities

The Blind Eternities are the void between planes, filled with chaotic energies of aether and mana. It acts as more of a doorway between planes, rather than a plane itself. It appears uniquely to every observer; some experience an endless space that feels like crushed velvet, others might see endlessly intricate layers of glass, curving and overlapping.

Astral Projection

A creature that isn't a planeswalker that casts *Astral Projection* can observe the Blind Eternities, but isn't physically there, and typically can't enter new planes.

Inorganics Only

Though inorganic material can pass through the Blind Eternities safely, unprotected flesh vaporizes in seconds. Planeswalkers are the only living creatures that can traverse the Blind Eternities.

If a creature that isn't a planeswalker manages to access the Blind Eternities physically, they die and are disintegrated. The creature can only be revived by a *True Resurrection* or a *Wish* spell.

Navigating the Blind Eternities

A traveler in the Blind Eternities can move by simply thinking about moving, but distance has little meaning. In combat, though, a creature has a Fly Speed (in feet) equal to 5 times its Intelligence score and can hover.

Discovering Planes

A creature that explores the Blind Eternities can discover new planes; the experience of finding a new plane is as unique to each planeswalker as their perception of the Blind Eternities.

When a planeswalker casts *Plane Shift*, they typically leave an Aether Trail through the Blind Eternities. Another planeswalker that casts *Astral Projection* can follow this trail to find the destination plane.

Appendix B: Magic Items

This appendix provides descriptions for magic items unique to Innistrad. See the *Dungeon Master's Guide* for how to use magic items.

Magic Item Descriptions

The magic items are presented in alphabetical order.

Bladed Bracers

Wondrous Item, Rare (Requires Attunement)

The blades of these bracers were forged from shattered pieces of the Helvault, a moonsilver prison that Avacyn herself used to imprison demons.

While wearing these bracers, you have a +1 bonus to attack rolls and damage rolls made with your Unarmed Strikes. Those strikes deal Radiant damage instead of their normal damage type. When you score a Critical Hit with them against a creature that is shape-shifted, the strike deals one additional die of damage.

Cobbled Wings

Wondrous Item, Uncommon (Requires Attunement)

These wings are made of cobbled materials.

Glide. When you fall while wearing the wings, you can take a Reaction to glide horizontally in a direction of your choice a number of feet up to your Speed, and you take 0 damage from the fall.

Limited Flight. The wings have 3 charges and regain 1d3 expended charges daily at dawn. While wearing them, you can take a Bonus Action to fly up to a number of feet equal to your Speed. If you're in the air at the end of this movement, you fall unless you have some other means of staying aloft.

Devil's Tail Flail

Weapon (Flail), Uncommon

On a hit, this magic weapon deals an extra 1d4 Fire damage, and the target starts burning.

Diving Suit

Armor (Plate), Rare

While you wear this armor, you can breathe normally underwater and have a Swim Speed equal to your Speed.

Doll of Torment

Wondrous Item, Legendary

Each *Doll of Torment* is created in the likeness of a Humanoid and uses a strong physical connection to that person as part of its creation, such as a body part, lock of hair, or bit of nail.

While holding the doll, you can use it to the effect the target Humanoid in the following ways:

Damage. Half of any damage dealt to the doll is also dealt to the target. The doll has AC 10 and Immunity to Poison and Psychic damage. The doll can't be destroyed by damage.

Hazard. Subjecting the doll to Extreme Cold or Heat also subjects the target to those effects.

Suffocation. Submerging the doll in liquid subjects the target to suffocation, unless the target can breathe water.

Dragon Egg

Wondrous Item, Legendary (Requires Attunement)

If a *Dragon Egg* is kept in Extreme Heat for 3d6 weeks, it hatches into a dragon wyrmling (see appendix C for Innistrad dragon stat blocks). If you are attuned to the egg when it hatches, the dragon is Friendly to you.

Elixir of the Civilized Scholar

Potion, Legendary

When you drink this potion, you enter a rage, gaining the following effects for 1 hour:

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

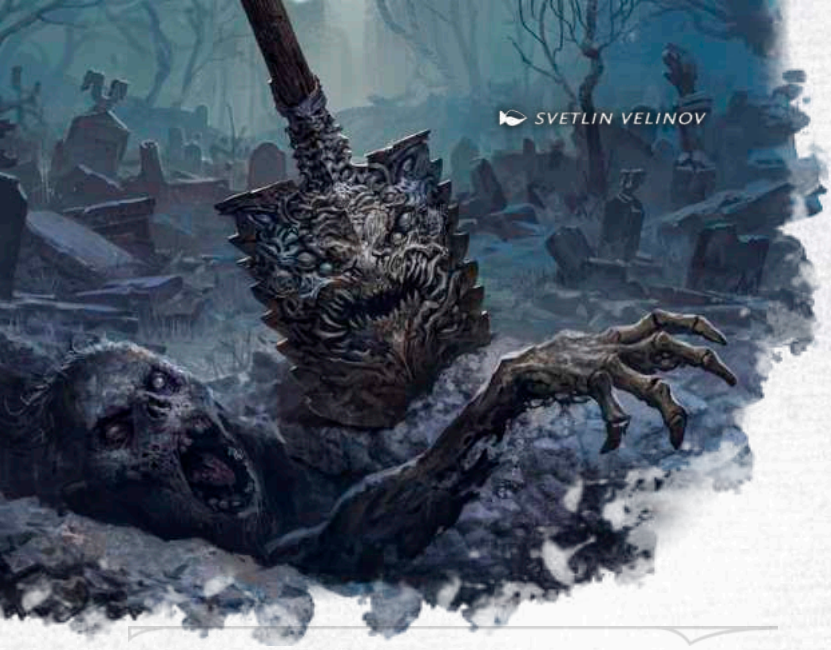
Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a +3 bonus to the damage.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Bloodlust. At the start of your turn in combat, you must succeed on a DC 8 Wisdom saving throw or move up to your Speed toward the nearest creature and take the Attack action to make a melee attack against that creature.

The potion's effect ends early if you don Heavy armor or have the Incapacitated condition.



Fleshtaker's Bib

Armor (Leather or Studded Leather Armor), Rare (Requires Attunement)

While you wear this black butcher's apron, you gain the following benefits.

Savage Attacks. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Crticial Slash. Your attack rolls with weapons that deal Slashing damage can score a Critical Hit on a roll of 19 or 20 on the d20.

Geistcatcher

Wondrous Item, Legendary

While holding this vacuum tube with two hands, you can take a Magic action to target a creature that you can see within 60 feet of yourself. If the *Geistcatcher* has fewer than 3 charges and the target is an Undead with the Incorporeal Movement or Incorporeal Passage trait, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the *Geistcatcher* until released. The *Geistcatcher* regains 1 charge.

As a Magic action while holding the *Geistcatcher*, you can expend 1 charge to cast one of the following spells from it: *Banishment*, *Burning Hands* (level 4 version), or *Lightning Bolt* (level 4 version). Whenever you expend a charge, there is a 20% chance that a creature trapped in the *Geistcatcher* is released. The released creature appears in an unoccupied space within 10 feet of the *Geistcatcher* and is Hostile to you.

Geist Grenade

Wondrous Item, Uncommon

As a Utilize action, you can throw this grenade at a point up to 60 feet away. The grenade explodes at that point in a 20-foot-radius Sphere. Each creature in the Sphere makes a DC 15 Dexterity saving throw, taking 17 (5d6) Force damage on a failed save or half as much damage on a successful one.

Ghost Lantern

Wondrous Item, Rare (Requires Attunement)

A restless spirit is trapped inside this lantern. The spirit is bound to the lantern and can't be harmed, turned, or revived. While you are attuned to the lantern, the spirit is Friendly to you.

Light. As a Magic action, you can touch the lantern and cause it to shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet, or cause it stop shedding light.

Spirit Release. While holding the lantern, you can cast the *Mage Hand* spell from it.

Stabilizing Touch. If you drop to 0 Hit Points while within 10 feet of the lantern, you become Stable.

Freeing the Spirit. Casting the *Dispel Evil and Good* spell on the lantern releases the spirit to the Blessed Sleep and transforms the lantern into a nonmagical Hooded Lantern.

Ghoulcaller's Bell

Wondrous Item, Uncommon

When rung as a Magic action, this bell produces a sound that can be heard up to 60 feet away. If you ring the bell in Darkness or at night, you can cast the *Animate Dead* spell with it as part of the same action. The bell can't cast this spell again until the next dawn. Once the bell has created an Undead with the spell, it can't do so again until 7 days have passed.

Gisa's Favorite Shovel

Wondrous Item, Artifact (Requires Attunement by a Wizard)

This is the favorite shovel of the infamous ghoulcaller Gisa Cecani, who at one time assaulted and occupied the city of Thraben with an undead army.

Spellcasting Focus. You can use the shovel as a Spellcasting Focus for your Wizard spells.

Magic Weapon. You can wield the shovel as a magic Maul that grants a +2 bonus to attack rolls and damage rolls made with it. The shovel deals an extra 2d6 Necrotic damage on a hit.

Shovel. Working for 1 hour, you can use the shovel to dig a hole that is 5 feet on each side in soil or similar material.

Spells. The shovel has 6 charges and regains 1d6 expended charges daily at dawn. While holding the shovel, you can cast one of the spells on the following table from it (save DC 18). The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Animate Dead	3
Inflict Wounds	1
Summon Undead	3
Vampirirc Touch	3
Wrathful Smite	1

Grimoire of the Dead

Wondrous Item, Rare (Requires Attunement by a Wizard)

While attuned to this book, you can use it as a Spellbook and an Arcane Focus. It has the following spells: *Animate Dead*, *Circle of Death*, *False Life*, *Finger of Death*, *Speak with Dead*, *Summon Undead*, and *Vampiric Touch*.

The book has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can expend charges to use the book in the following ways:

- With 1 minute of study, you can expend 1 charge to change one of your prepared spells, replacing the spell with a spell of the Necromancy school from the book.
- As a Magic action, you can expend 1 charge to transform for 10 minutes. For the duration, your creature type becomes Undead, and other Undead are Friendly to you by default. The transformation ends early if you make an attack roll, deal damage, or cast a spell.

Holy Symbol of the Heron

Wondrous Item, Legendary (Requires Attunmenet by a Cleric or Paladin)

The *Holy Symbol of the Heron* is a silver amulet shaped like the head of heron. It is a sacred symbol to Sigardians and predates the establishment of the Church of Avacyn. According to legend, it was delivered to a paladin by a giant heron—or an angel in the form of a heron.

The symbol has 10 charges and regains 1d6 + 4 expended charges daily at dawn. You can use it as a Holy Symbol.

Hold Vampires. As a Magic action, you can expend 1 charge and present the symbol. Each vampire within 30 feet of you must make a Wisdom saving throw against your spell save DC. On a failed save, the target has the Paralyzed condition for 1 minute. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Bane of the Undead. Whenever you cast a spell or use your Channel Divinity, you can expend 3 charges to impose Disadvantage on any saving throw an Undead makes against that spell or feature.

Sunlight. As a Magic action, you can expend 5 charges and present the symbol to make it shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This light lasts for 10 minutes or until you end the effect (no action required). This light is sunlight.

Icon of Innistrad

Wondrous Item, Legendary (Requires Attunement)

The *Icon of Innistrad* is a 12-inch tall statuette made of moonsilver, weighing 10 pounds. It depicts an Avacynian priest kneeling in supplication.

Aura of Salvation. Each creature in a 30-foot Emanation originating from the icon has the effect of a *Protection from Evil and Good* spell.

Augury. As a Magic action, you can cast *Augury* with the icon. The icon can't cast this spell again until the next dawn.

Bane of the Undead. If you are a Cleric or Paladin, whenever you use your Channel Divinity while holding the icon, Undead have Disadvantage on any saving throw they make against that feature.

Cure Wounds. While holding the icon, you can take a Magic action to heal one creature that you can see within 30 feet of you. The target regains 3d8 + 3 Hit Points, unless it is a Construct, Fiend, or Undead. The icon can't be used in this way again until the next dawn.

Eyes of Ivold

Wondrous Item, Rare (Requires Attunement)

These crystal lenses fit over the eyes. While wearing them, you can cast *See Invisibility* with them.

Jack–o'–Lantern

Wondrous Item, Common

Each creature that's a Fiend, Undead, or shape-shifted that enters a 30-foot Emanation originating from the *Jack-o'-Lantern* must succeed on a DC 13 Wisdom saving throw or have the Frightened condition until it leaves the Emanation. One of those creatures also makes this save when the Emanation moves into its space and when it ends its turn there. A creature makes this save only once per turn.

Living Wood Weapon

Weapon (Any Ammunition or Melee Weapon), Common

This weapon or piece of ammunition is carved from the wood of a Plant creature, such as a Dryad or Treant. Whenever this weapon or piece of ammunition hits a vampire, the hit is a Critical Hit.

Moonsilver Shackles

Wondrous Item, Uncommon

You can take a Utilize action to place these shackles on a creature that has the Incapacitated condition. The shackles adjust to fit a creature of Small to Large size. If the creature is shape-shifted, it reverts to its true form. The shackles prevent a creature bound by them from shape-shifting.

You and any creature you designate when you use the shackles can take a Utilize action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a successful check, the creature breaks free and destroys the shackles.

Moonsilver Weapon

Weapon (Any Ammunition or Melee Weapon), Common

An alchemical process has bonded moonsilver to this weapon or piece of ammunition. When you score a Critical Hit with it against a creature that is shape-shifted, the weapon deals one additional die of damage.

Pithing Needle

Wondrous Item, Very Rare

As a Magic action, you can cast *Modify Memory* (level 9 version) on one creature you touch with the needle. The needle can't cast this spell again until the next dawn.

Skeleton Key

Wondrous Item, Uncommon

While holding this clockwork key, you can cast *Knock* from it. The key can't cast this spell again until the next dawn.

Spiked Armor

Armor (Any), Rare (Requires Attunement)

While you wear this armor, a creature that hits you with a melee attack or that starts its turn in a grapple with you takes 1d8 Piercing damage.

Staff of Perdition

Staff, Rare (Requires Attunement)

This staff was made from a branch of the Tree of Perdition, the executioner's tree in the city of Thraben. At one time the tree's magic could absolve the souls of hanged, but after the arrival of Emrakul, the tree was twisted with eldritch magic.

Blight Bane. Plant creatures are Friendly to you by default.

Vampiric Strike. The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. When you hit with a melee attack using the staff, you can expend 1 charge to regain a number of Hit Points equal to the attack's total damage. Whenever you expend a charge, you must succeed on a DC 12 Wisdom saving throw or have the Frightened condition until the start of your next turn.

Thirsting Axe

Weapon (Handaxe), Uncommon (Requires Attunement)

When you hit with a melee attack using this magic weapon and reduce a creature to 0 Hit Points, you gain 2d6 Temporary Hit Points.

Traveler's Amulet

Wondrous Item, Very Rare (Requires Attunement)

While wearing this amulet, you can cast *Find the Path* from it. The spell fails if you are indoors or underground.

Witchbane Orb

Wondrous Item, Legendary (Requires Attunement)

When you attune to this orb, all curses and magical contagions affecting you end. While holding the orb, you gain the following benefits:

Hexproof. You can't be cursed or infected with magical contagions.

Magic Resilience. You have Advantage on saving throws against spells and other magical effects, spell attack rolls have Disadvantage against you, and you have Resistance to damage from spells.

Appendix C: Monsters

This appendix provides stat blocks for monsters and npcs on Innistrad. See the *Monster Manual* for how to read a stat block. The stat blocks are presented in alphabetical order.

Angel of Innistrad

Salvation on Heron Wings

Habitat: Any; **Treasure:** Relics

Angels on Innistrad are the foremost protectors of humanity against the monsters of the night. Though their magic is channeled by priests of the Church of Avacyn, angels themselves will sometimes directly intervene, answering prayers in dark times.

Angelic Flights

1d4	Flight	These angels...
1	Alabaster	Lay protective wards on grafyards and guide souls to the Blessed Sleep
2	Heron	Protect humans in life and hunt down werewolves and the undead
3	Goldnight	Uphold the laws of the church and train clerics and cathars
4	Moonsilver	Rule with an iron fist, punishing dissenters and monsters alike

Angel of Innistrad

Medium Celestial, Lawful Good

AC 17 **Initiative** +4 (14)
HP 136 (16d8 + 64)
Speed 30 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	18	+4	+4	**Con**	18	+4	+4
Int	17	+3	+3	**Wis**	20	+5	+9	**Cha**	20	+5	+9

Skills Insight +9, Perception +9
Resistances Bludgeoning, Piercing, Radiant, Slashing
Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 19
Languages All, Telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

Traits

Angelic Flight. The angel is a member of one of the following flights (DM's choice): Alabaster, Heron, Goldnight, or Moonsilver. This choice affects other aspects of the stat block.

Protection (Heron Only). Each of the angel's allies in a 10-foot Emanation originating from the angel has Advantage on saving throws as long as the angel doesn't have the Incapacitated condition.

Magic Resistance. The angel has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The angel makes two Holy Spear attacks.

Holy Spear. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 18 (4d8) Radiant damage. *Hit (Moonsilver Only):* The target also gains 1 level of Exhaustion. This Exhaustion can be removed by a creature who takes the Magic action and succeeds on a DC 15 Wisdom (Medicine) check to inspect the wound.

Menace (Goldnight Only). *Wisdom Saving Throw:* DC 17, each of the angel's enemies within 120 feet. *Failure:* The target has the Frightened condition until the start of the angel's next turn.

Healing Touch (3/Day). One creature the angel touches regains 20 (4d8 + 2) Hit Points, and the angel removes from the target all curses, magical contagions, and the Blinded, Deafened, and Poisoned conditions.

Spellcasting. The angel casts one of the following spells, requiring only Verbal components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Protection from Evil and Good* (Alabaster only); *Detect Evil and Good*
1/Day Each: *Dispel Evil and Good* (Alabaster only); *Commune*, *Raise Dead*

Ashmouth Devil

Tiny Fiend, Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 21 (6d4 + 6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	–2	–2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	14	+2	+2

Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages Common, Demonic
CR 1 (XP 200; PB +2)

Traits

Death Burst. *Dexterity Saving Throw:* DC 12, each creature in a 5-foot Emanation originating from the devil when it dies. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Devil's Sight. Magical Darkness doesn't impede the devil's Darkvision.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Flaming Weapon. *Melee or Ranged Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 5 (2d4) Fire damage. If the target is a creature or flammable object, it starts burning.

Incite Violence (1/Day). The devil casts *Crown of Madness*, using Charisma as the spellcasting ability (spell save DC 12).

Ashmouth Devil

Malicious Miscreants

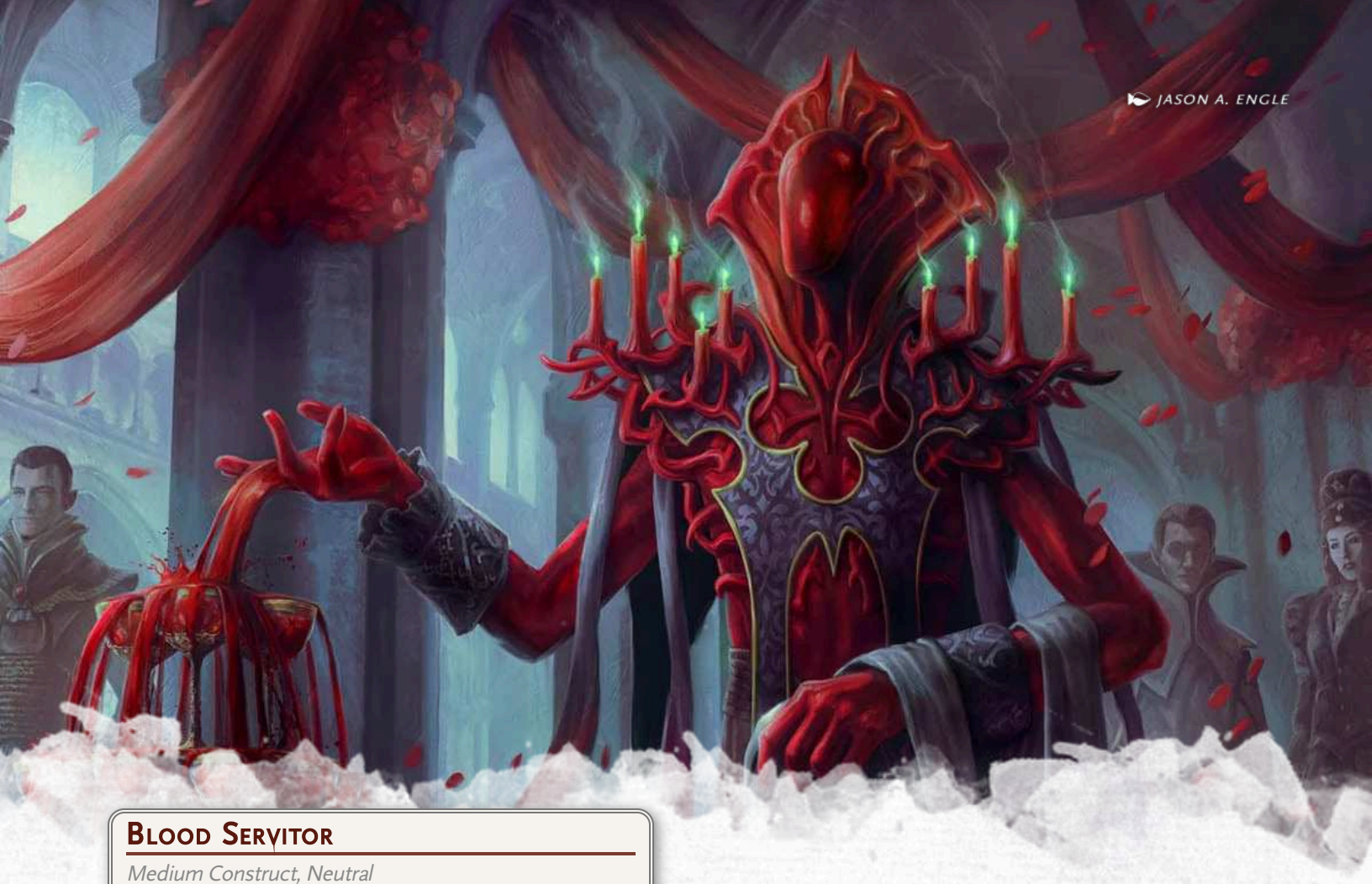
Habitat: Mountain, Urban; **Treasure:** Relics

Devils are infernal creatures that emerge from Ashmouth. They make up the personal armies and entourages of the demons—those creatures' selfish desires and urges made flesh. They delight in destruction, mayhem, and pain.

Devils stand about three or four feet tall and have faces full of needlelike teeth. Most have ruddy or deep red skin, one or two back-sweeping horns, and long, whiplike tails. Devils are agile and make passable fighters, but they do their best destructive work by sabotaging things of value, starting fire, and inciting violence in others.

Ashmouth Weapons

1d4	The devil's flaming weapon is...
1	Its own whiplike tail
2	A rusty pitchfork
3	A bloodied sickle
4	A large torch



Blood Servitor

Medium Construct, Neutral

AC 11 **Initiative** +1 (11)
HP 16 (3d8 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	3	–4	–4	**Wis**	11	+0	+0	**Cha**	1	–5	–5

Resistances Acid, Necrotic
Immunities Blinded, Deafened, Exhaustion
Senses Blindsight 60 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
CR 1/4 (XP 50; PB +2)

Traits

Amorphous. The servitor can move through a space as narrow as 1 inch wide without it counting as Difficult Terrain.

Actions

Multiattack. The servitor makes two Slam attacks. It can replace one of those attacks with use of Spatter.

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Bludgeoning damage.

Spatter. *Dexterity Saving Throw:* DC 11, one creature the servitor can see within 60 feet. *Failure:* 4 (1d6 + 1) Necrotic damage.

Blood Servitor

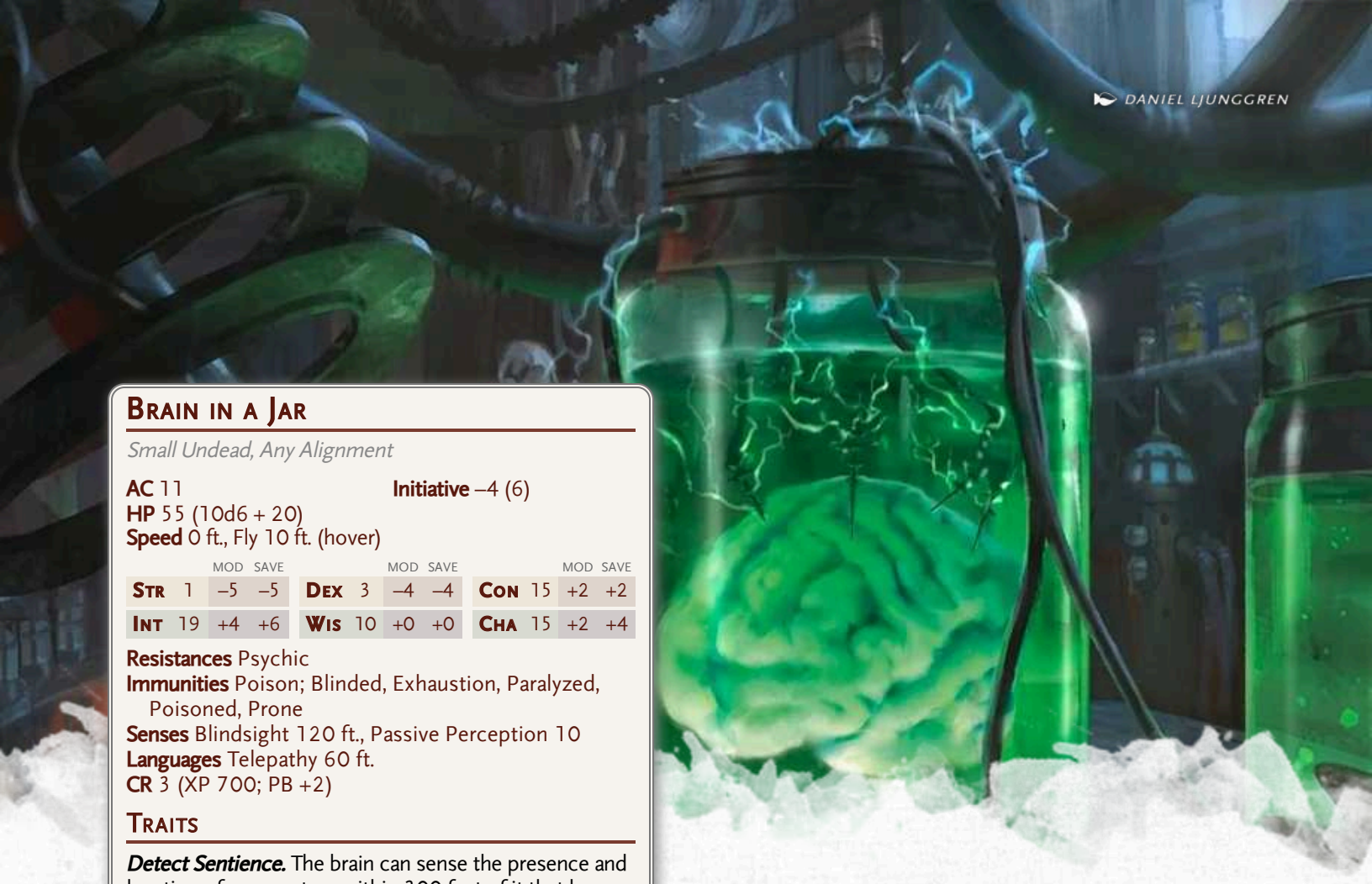
Sanguine Servants

Habitat: Urban; **Treasure:** Relics

A blood servitor is a kind of homunculus or golem composed entirely of blood, held together by magic. A frequent commodity at lavish vampire events, these servitors provide a variety of functions; the most pertinent of which is supplying its hosts and guests with fresh drink.

Blood Servitor Horror Quirks

1d4	Occasionally, the blood servitor...
1	Emits a stifled, human scream
2	Stares longlingly at its reflection
3	Loses control of its form and becomes a puddle
4	Hums a mournful tune



Brain in a Jar

Small Undead, Any Alignment

AC 11 **Initiative** –4 (6)
HP 55 (10d6 + 20)
Speed 0 ft., Fly 10 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	3	–4	–4	**Con**	15	+2	+2
Int	19	+4	+6	**Wis**	10	+0	+0	**Cha**	15	+2	+4

Resistances Psychic
Immunities Poison; Blinded, Exhaustion, Paralyzed, Poisoned, Prone
Senses Blindsight 120 ft., Passive Perception 10
Languages Telepathy 60 ft.
CR 3 (XP 700; PB +2)

Traits

Detect Sentience. The brain can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, unless the creature is protected by a *Mind Blank* spell.

Magic Resistance. The brain has Advantage on saving throws against spells and other magic effects.

Actions

Mind Blast (Recharge 5–6). *Intelligence Saving Throw:* DC 14, each creature in a 60-foot Cone. *Failure:* 17 (3d8 + 4) Psychic damage, and the target has the Stunned condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting (Psionics). The brain casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Thoughts*, *Mage Hand* (the hand is Invisible), *Mind Sliver* (3d6), *Zone of Truth*
3/Day Each: *Charm Person*, *Hold Person*
1/Day Each: *Compulsion*, *Hideous Laughter*, *Hold Monster*, *Sleep*

Bonus Actions

Telekinetic Shove. *Strength Saving Throw:* DC 14, one creature within 30 feet. *Failure:* The brain moves the target 5 feet toward or away from the brain.

Brain in a Jar

Mind over Matter

Habitat: Urban; **Treasure:** Arcana

Through an eldritch ritual combining alchemy, necromancy, and grim surgical precision, the brain of a mortal being (willing or unwilling) is encased in a glass jar filled with preserving fluids and the liquefied goop of their body's flesh. The transformation renders the brain immortal and imbues it with psionic power, so that it can spend eternity plotting and executing its desires.

Brain in a Jar Casing

1d4	The brain is encased in...
1	A rusty, leaking pickle jar
2	An elegant, masterwork container
3	A glass jar affixed to a headless **Skaab**
4	A container affixed to a Carriage

Creepy Doll

Tiny Construct, Lawful Evil

AC 12 **Initiative** +4 (14)
HP 21 (6d4 + 6)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	–2	–2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	12	+1	+1	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Stealth +6
Resistances Bludgeoning, Piercing, Slashing
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages The languages of its creator
CR 2 (XP 450; PB +2)

Actions

Multiattack. The doll makes two Scissors attacks and uses Psychic Assault.

Scissors. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.

Psychic Assault. *Intelligence Saving Throw:* DC 12, one creature the doll can see within 10 feet. *Failure:* 11 (2d10) Psychic damage. *Failure by 5 or more:* The target also has the Stunned condition until it regains Hit Points.

Body Exchange. *Intelligence Saving Throw:* DC 12, one Humanoid the doll can see within 5 feet. *Failure:* The doll possesses the target until the doll or the target drops to 0 Hit Points. Until the possession ends, the doll perceives through the target's senses and decides what actions the target takes and where it moves. The doll's body has the Unconscious condition. A *Dispel Evil and Good* spell cast on the target ends the possession.

Creepy Doll

One, Two, It's Coming For You

Habitat: Urban; **Treasure:** Implements

A living doll is easily mistaken for an inanimate doll or a stuffed animal until it moves. Trapped within each living doll is a malicious geist or demon. The doll takes pleasure in tormenting the guilt-ridden and despondent, hastening their descent into depression or paranoia.

Creepy Doll Appearances

1d4	The creepy doll depicts...
1	A wealthy nobleman
2	A little girl
3	An angel
4	A bear

Dawnhart Witch

Medium Humanoid, Any Alignment

AC 17 **Initiative** +2 (12)
HP 93 (17d8 + 17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	15	+2	+2	**Wis**	20	+5	+8	**Cha**	16	+3	+6

Skills Nature +6, Survival +5
Senses Passive Perception 12
Languages Common, Primordial
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The witch makes two Sungold Staff attacks. It can replace one of these attacks with a use of Spellcasting.

Sungold Staff. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 9 (2d8) Radiant damage.

Sungold Barrage. *Constitution Saving Throw:* DC 16, each creature in a 60-foot Cone. *Failure:* 25 (10d4) Radiant damage, and the target has the Blinded condition until the end of its next turn. *Success:* Half damage only.

Spellcasting (Druid). The witch casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *Barkskin* (included above), *Dancing Lights*, *Druidcraft*
2/Day Each: *Entangle*, *Healing Word*
1/Day Each: *Beacon of Hope*, *Conjure Animals*, *Daylight*

Dawnhart Witch

Keeper of the Old Ways

Habitat: Urban; **Treasure:** Arcana

Before the coming of Avacyn and the angels, the old magic of the coven was a source of protection from the threats in the dark. After the archangel's death, the coven emerged once more, becoming the last hope of humanity against the encroaching darkness of the eternal night. The dawnhart coven are clad in elaborate skull headdresses, face paint, and autumnal robes.

The witches of the Dawnhart Coven draw power from the god Ghrin-Danu, a primordial and forgotten god of nature.

Dawnhart Witch Masks

1d4	The witch's headdress is the skull of a...
1	Wolf
2	Elk
3	Goat
4	Human

Dragons

Terrors of the Peaks

Habitat: Mountain; **Treasure:** Arcana

Dragons are extremely rare on Innistrad, mostly confined the remotest parts of the Geier Reach mountains in Stensia.

Balefire Dragons

Most of Innistrad's dragons are brutal fire-breathers called Balefire dragons or Ashmouth dragons. They are firecely territorial, preying on any creature that enters their territory.

Moonveil Dragons

A few dragons are known to favor more monstrous prey, hunting vampires and feasting on werewolves. Known as Moonveil dragons, these extremely rare creatures have shimmering, transparent wings that gleam in the moonlight as they hunt. The sight of one is considered an inspiring good omen by those who fight the evils of the world.

Balefire Dragon Wyrmling

Medium Dragon, Chaotic Evil

AC 17 **Initiative** +0 (10)
HP 75 (10d8 + 30)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+2	**Con**	17	+3	+5
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	15	+2	+4

Skills Perception +4, Stealth +2
Immunities Fire
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
CR 4 (XP 1,100; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 24 (7d6) Fire damage, and the target starts burning. *Success:* Half damage only.

Young Balefire Dragon

Large Dragon, Chaotic Evil

AC 18 **Initiative** +0 (10)
HP 178 (17d10 + 85)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+4	**Con**	21	+5	+9
Int	14	+2	+2	**Wis**	11	+0	+4	**Cha**	19	+4	+8

Skills Perception +8, Stealth +4
Immunities Fire
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18
Languages Draconic
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The dragon makes three Fiery Rend attacks.

Fiery Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 56 (16d6) Fire damage, and the target starts burning. *Success:* Half damage only.

Adult Balefire Dragon

Huge Dragon, Chaotic Evil

AC 19 **Initiative** +0 (10)
HP 256 (19d12 + 133)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	10	+0	+6	**Con**	25	+7	+13
Int	16	+3	+3	**Wis**	13	+1	+7	**Cha**	21	+5	+11

Skills Perception +13, Stealth +6
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Draconic
CR 17 (XP 18,000; PB +6)

Traits

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Fiery Rend attacks.

Fiery Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 15 (2d6 + 8) Slashing damage plus 7 (2d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 63 (18d6) Fire damage, and the target starts burning. *Success:* Half damage only.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, The dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Noxious Smoke. The dragon casts *Stinking Cloud*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19).

Rend. The dragon makes one Fiery Rend attack.

Searing Heat. *Constitution Saving Throw:* DC 15, each creature in a 15-foot Emanation originating from the dragon. *Failure:* 10 (3d6) Fire damage, and the target gains 1 level of Exhaustion. *Success:* Half damage only.

Wingbeat. *Strength Saving Throw:* DC 22, each creature in a 10-foot Emanation originating from the dragon. *Failure:* 15 (2d6 + 8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only. *Failure or Success:* The dragon flies up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Moonveil Dragon Wyrmling

Medium Dragon, Chaotic Good

AC 16 **Initiative** +0 (10)
HP 16 (3d8 + 3)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	11	+0	+2	**Cha**	13	+1	+3

Skills Perception +4, Stealth +2
Immunities Fire; Charmed
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
CR 1 (XP 200; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Piercing damage plus.

Sleep Breath (Recharge 6). *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. Creatures that don't sleep or that have Immunity to the Exhaustion condition automatically succeed this save. *Failure:* The target has the Unconscious condition for 1 minute, until it takes damage, or until another creature takes an action to shake it awake.

Moonlight Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 5-foot-wide, 20-foot-long Line. *Failure:* 14 (4d6) Radiant damage. *Success:* Half damage.

Young Moonveil Dragon

Large Dragon, Chaotic Good

AC 17 **Initiative** +0 (10)
HP 110 (13d10 + 39)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+3	**Con**	17	+3	+6
Int	12	+1	+1	**Wis**	11	+0	+3	**Cha**	15	+2	+5

Skills Perception +6, Stealth +3
Immunities Fire; Charmed
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16
Languages Draconic
CR 6 (XP 2,300; PB +3)

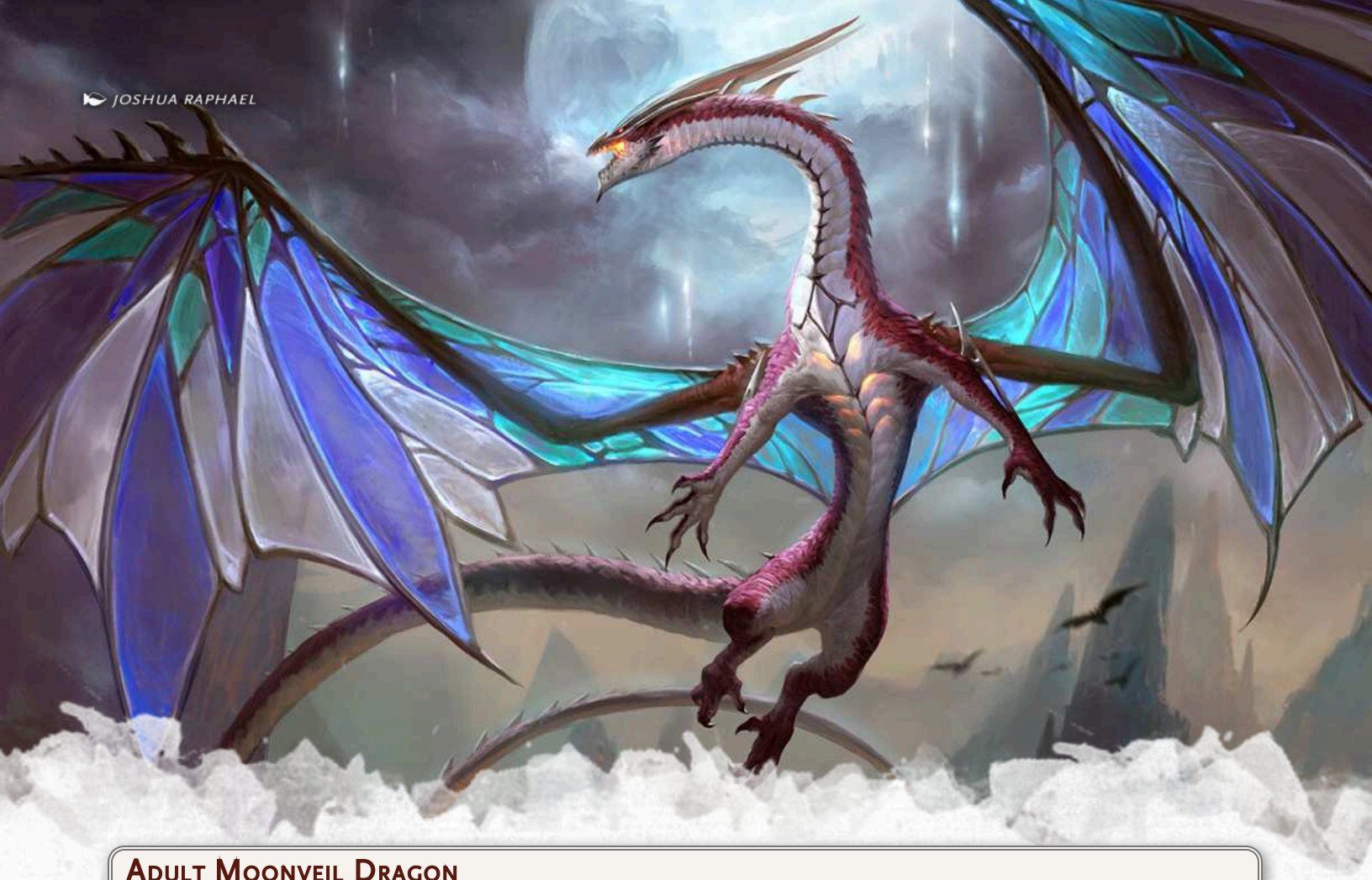
Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus.

Sleep Breath (Recharge 6). *Constitution Saving Throw:* DC 11, each creature in a 30-foot Cone. Creatures that don't sleep or that have Immunity to the Exhaustion condition automatically succeed this save. *Failure:* The target has the Unconscious condition for 10 minutes, until it takes damage, or until another creature takes an action to shake it awake.

Moonlight Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 5-foot-wide, 40-foot-long Line. *Failure:* 42 (12d6) Radiant damage. *Success:* Half damage.



Adult Moonveil Dragon

Huge Dragon, Chaotic Good

AC 18 **Initiative** +0 (10)
HP 172 (15d12 + 75)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+5	**Con**	25	+5	+10
Int	14	+2	+2	**Wis**	13	+1	+6	**Cha**	17	+3	+8

Skills Perception +11, Stealth +5
Immunities Fire; Charmed
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21
Languages Draconic
CR 13 (XP 10,000; PB +5)

Traits

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 15 (2d8 + 6) Piercing damage plus.

Moonlight Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 5-foot-wide, 20-foot-long Line. *Failure:* 45 (13d6) Radiant damage. *Success:* Half damage.

Sleep Breath (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. Creatures that don't sleep or that have Immunity to the Exhaustion condition automatically succeed this save. *Failure:* The target has the Unconscious condition for 10 minutes, until it takes damage, or until another creature takes an action to shake it awake.

Reactions

The dragon can take up to three Reactions per round but only one per turn.

Mirrorwing. *Trigger:* The dragon succeeds on a saving throw against a spell or a spell attack misses it. *Response:* The spell is deflected back at its caster; the caster makes a saving throw against the spell or makes a spell attack against themselves, using their own spell save DC and spell attack modifier.

Manaform. *Trigger:* A creature the dragon can see ends its turn within 5 feet of the dragon. *Response:* The dragon casts *Mislead*, requiring no spell components and using Charisma as the spellcasting ability.

Disorienting Visions. *Trigger:* The dragon takes damage. *Response—Wisdom Saving Throw:* DC 18, each creature in a 20-foot Emanation originating from the dragon. *Failure:* The target has Disadvantage on ability checks until the end of the dragon's next turn.

Dreadlight Monstrosity

Gargantuan Monstrosity, Unaligned

AC 20 **Initiative** +5 (15)
HP 203 (14d20 + 56)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	12	+1	+1	**Con**	18	+4	+8
Int	3	–4	–4	**Wis**	20	+5	+9	**Cha**	3	–4	–4

Skills Perception +9
Immunities Grappled, Paralyzed, Petrified, Prone, Restrained
Senses Truesight 60 ft., Passive Perception 19
Languages None
CR 10 (XP 5,000; PB +4)

Traits

Illumination. The dreadlight sheds Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Actions

Multiattack. The dreadlight makes two Claw attacks and uses Dread Light.

Claw. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 27 (5d8 + 5) Bludgeoning damage.

Dread Light. *Wisdom Saving Throw:* DC 17, each creature in the dreadlight's Bright Light (see the Illumination trait). *Failure:* The target has the Charmed condition until the end of its next turn. On its next turn, the Charmed target moves up to its Speed toward the dreadlight. If the target ends its turn within 10 feet of the dreadlight, the target is swallowed.

A swallowed target has the Restrained condition, has Total Cover against attacks and other effects outside the Dreadlight, and takes 11 (2d10) Acid damage at the start of each of the dreadlight's turns. A swallowed creature can escape by taking an action to make a DC 17 Strength (Athletics) check, escaping and entering an unoccupied space within 5 feet of the dreadlight on a success. If the dreadlight has 0 Hit Points, a swallowed creature automatically succeeds on its check to escape.

Dreadlight Monstrosity

Deadlights in the Deep

Habitat: Coastal; **Treasure:** Arcana

The dreadlight monstrosity is a horrifying creature of the sea. It appears as an enormous crab or kraken-like creature, with an entire lighthouse affixed where its head would be. The light of the dreadlight's lighthouse has a mesmerizing quality, making hunting for food all the easier.

Fox

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 2 (1d4)
Speed 30 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	–4	–4	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	3	–4	–4	**Wis**	12	+1	+1	**Cha**	6	–2	–2

Skills Perception +5, Stealth +5
Senses Darkvision 60 ft., Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

Fox

Tagline

Habitat: Arctic, Forest; **Treasure:** None

The foxes of Innistrad live in burrows and can be found in forested regions, such as Kessig and Ulvenwald. They prowl the woods and nearby villages for food, hunting hares or stealing fish. These timid creatures typically avoid contact with humanoids, but they are sometimes trained by the hunters of Devilthorn Lodge—a hunting lodge near Ashmouth that must deal with devils when they hunt game.

Geist

The Restless Dead

Habitat: Any; **Treasure:** Relics

Innistrad is filled with the ghosts of the human dead. These spirits, called geists, take many forms. Some are protective ancestors, some are simply lost between life and death, and others are vengeful creatures bent on resolving conflicts they couldn't in life.

Geist Alignment

1d10	The geist is...
1	Chaotic Evil
2	Chaotic Good
3	Chaotic Neutral
4	Lawful Evil
5	Lawful Good
6	Lawful Neutral
7–8	Neutral
9	Neutral Evil
10	Neutral Good

Geist

Medium Undead, Any Alignment

AC 11 **Initiative** +1 (11)
HP 45 (10d8)
Speed 0 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	–2	–2	**Dex**	13	+1	+1	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	12	+1	+1	**Cha**	17	+3	+3

Resistances Acid, Bludgeoning, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Cold, Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages The languages it knew in life
CR 4 (XP 1,100; PB +2)

Traits

Incorporeal Movement. The geist can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Ghostly Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 17 (4d6 + 3) Necrotic damage.

Catapult Object (Chaotic Alignment Only). *Dexterity Saving Throw:* Each creature in a 30-foot Line. *Failure:* 10 (3d6) Bludgeoning damage.

Etherealness (Neutral Alignment Only). The geist casts *Etherealness* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Horrifying Visage (Evil Alignment Only). *Wisdom Saving Throw:* DC 13, each creature within 60 feet of the geist that isn't Undead. *Failure:* The target has the Frightened condition until the end of the geist's next turn.

Possession (3/Day). *Charisma Saving Throw:* DC 13, one creature the geist can see within 5 feet. *Failure:* The geist possesses the target. Until the possession ends, the geist occupies the target's space and has Total Cover. The geist decides what actions the target takes and where it moves. At the end of each of its turns, the target repeats the save, ending the possession on a success. When the possession ends, the geist appears in an unoccupied space within 5 feet of the target. *Failure (Good Alignment only):* While possessed, the target has Immunity to the Charmed and Frightened conditions and Resistance to Bludgeoning, Piercing, and Slashing damage.

Giant Slug

Large Monstrosity, Unaligned

AC 13 **Initiative** +0 (10)
HP 66 (6d10 + 18)
Speed 15 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	1	–5	–5	**Wis**	12	+1	+1	**Cha**	5	–3	–3

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages None
CR 3 (XP 700; PB +2)

Traits

Spider Climb. The slug can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The slug makes two Bite attacks. It can replace one of these attacks with a use of Acid Breath if available.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 2 (1d4) Acid damage.

Corrosive Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 9 (2d8) Acid damage, and the target takes a –2 penalty to its AC until the end of its next turn. *Success:* Half damage only.

Giant Slug

Slimy, Squirming Evil

Habitat: Swamp; **Treasure:** None

Giant slugs are grotesque, slimy horrors that emerge from Innistrad's swamps. Many swamp villages devolve into cults that worship these creatures in hopes that it steers clear of the village. They are slow moving but territorial, and can breathe a corrosive slime when threatened.

Giant Snapping Turtle

Large Beast, Unaligned

AC 17 **Initiative** +0 (10)
HP 75 (10d10 + 20)
Speed 30 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	5	–3	–3

Senses Darkvision 60 ft., Passive Perception 11
Languages None
CR 3 (XP 700; PB +2)

Traits

Amphibious. The turtle can breathe air and water.

Stable. The turtle has Advantage on saving throws it makes to avoid the Prone condition.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Slashing damage.

Giant Snapping Turtle

Jaws of Death

Habitat: Coastal, Swamp; **Treasure:** None

Giant snapping turtles can grow to be 12 feet in diameter. Although they appear slow and ponderous, they are capable of startling bursts of speed and will aggressively attack smaller creatures that approach them. One snap of a giant turtle's jaws can cut a human in half, and these creatures aren't fussy about what they eat.

Gryff

Large Celestial, Neutral Good

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	13	+1	+1	**Con**	13	+1	+1
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	8	–1	–1

Skills Perception +5
Senses Passive Perception 15
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The gryff makes two Hooves attacks.

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Spellcasting. The gryff casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 11):

1/Day Each: *Beacon of Hope*, *Calm Emotions*, *Find the Path*

Gryff

Salvation on Angel Wings

Habitat: Any; **Treasure:** Relics

Gryffs are an elegant, heron-headed species of Hippogriff. They are longer and leaner than the traditional griffin, with flexible necks, sleek hindquarters, lance-like beaks, and equine hooves. Gryffs are swift and nimble flyers, natural enemies of dark creatures, and a powerful force for the side of Avacyn and her angels. They are used by cathars as flying steeds.

Homunculus

Small Construct, Neutral

AC 12 **Initiative** +2 (12)
HP 7 (2d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	–3	–3	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	7	–2	–2

Immunities Poison; Charmed (except by its master), Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages The languages of its master
CR 0 (XP 10; PB +2)

Traits

Telepathic Bond. While the homunculus and its master are on the same plane of existence, the master can communicate with the homunculus telepathically, and the master can perceive through the homunculus' senses.

Actions

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Homunculus

Fetch Master the Brain

Habitat: Coastal; **Treasure:** Arcana

Stitchers and necro-alchemists of Innistrad often create and utilize homunculi, which are small subservient living constructs. They are used for menial tasks including collecting parts for skaab creation and maintaining libraries and laboratories. They often appear as blue-skinned cyclopean humanoids.

Homunculus Tasks

1d4	The homunculus' master wants it to fetch...
1	Arms and legs
2	A moondrake's wing
3	Melee weapons
4	A human brain

Insectile Aberration

Medium Monstrosity, Any Alignment

AC 15 **Initiative** +2 (12)
HP 81 (18d8)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	9	–1	–1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	17	+3	+6	**Wis**	12	+1	+4	**Cha**	11	+0	+0

Skills Arcana +6, History +6
Senses Darkvision 60 ft., Passive Perception 11
Languages Common and any three languages
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The aberration makes three attacks, using Proboscis or Spark in any combination.

Proboscis. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 16 (3d10) Piercing damage.

Spark. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 16 (3d10) Lightning damage.

Spellcasting (Wizard). The aberration casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Light*, *Mage Hand*, *Prestidigitation*
2/Day Each: *Call Lightning*, *Suggestion*
1/Day: *Insect Plague*

Insectile Aberration

Be Afraid. Be Very Afraid.

Habitat: Urban; **Treasure:** Arcana

A number of crazed wizards on Innistrad perform experiments that revolve around insects and metamorphosis, with the ultimate goal of achieving a kind of "perfect" state of being that merges man and insect.

Kindercatch

Medium Fey, Neutral Evil

AC 17 **Initiative** +1 (11)
HP 82 (11d8 + 33)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	14	+2	+2

Skills Deception +4, Perception +4, Stealth +3
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Draconic, Primordial
CR 3 (XP 700; PB +2)

Traits

Mimicry. The kindercatch can mimic animal sounds and Humanoid voices. A hearer can discern the sounds are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Spellcasting. The kindercatch casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Dancing Lights*, *Invisibility* (self only), *Minor Illusion*, *Vicious Mockery*

Kindercatch

Don't Go Into the Woods

Habitat: Forest; **Treasure:** Arcana

Kindercatches are malign forest spirits. Though similar in appearance to geists, they are manifestations of primal mana rather than souls of the deceased. They are like hags, seeking to lure small human children away from woodland villages to be eaten.

Kraken Horror

Gargantuan Monstrosity, Chaotic Evil

AC 16 **Initiative** +0 (10)
HP 217 (14d20 + 70)
Speed 20 ft., Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+12	**Dex**	11	+0	+5	**Con**	20	+5	+10
Int	5	–3	–3	**Wis**	15	+2	+7	**Cha**	9	–1	–1

Skills Perception +11
Resistances Bludgeoning, Piercing, Slashing
Immunities Cold, Lightning; Frightened, Grappled, Paralyzed, Restrained
Senses Darkvision 120 ft., Passive Perception 21
Languages Understands Primordial but can't speak
CR 14 (XP 11,500; PB +5)

Traits

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken's movement is unaffected by Difficult Terrain, and spells and other magical effects can't reduce the kraken's Speed. The kraken can spend 5 feet of movement to automatically escape from nonmagical restraints.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes two Claw attacks.

Claw. *Melee Attack Roll:* +12, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the target is Huge or smaller, it has the Grappled condition (escape DC 20). While Grappled, the target has the Restrained condition. The kraken has ten claws, each of which can grapple one target.

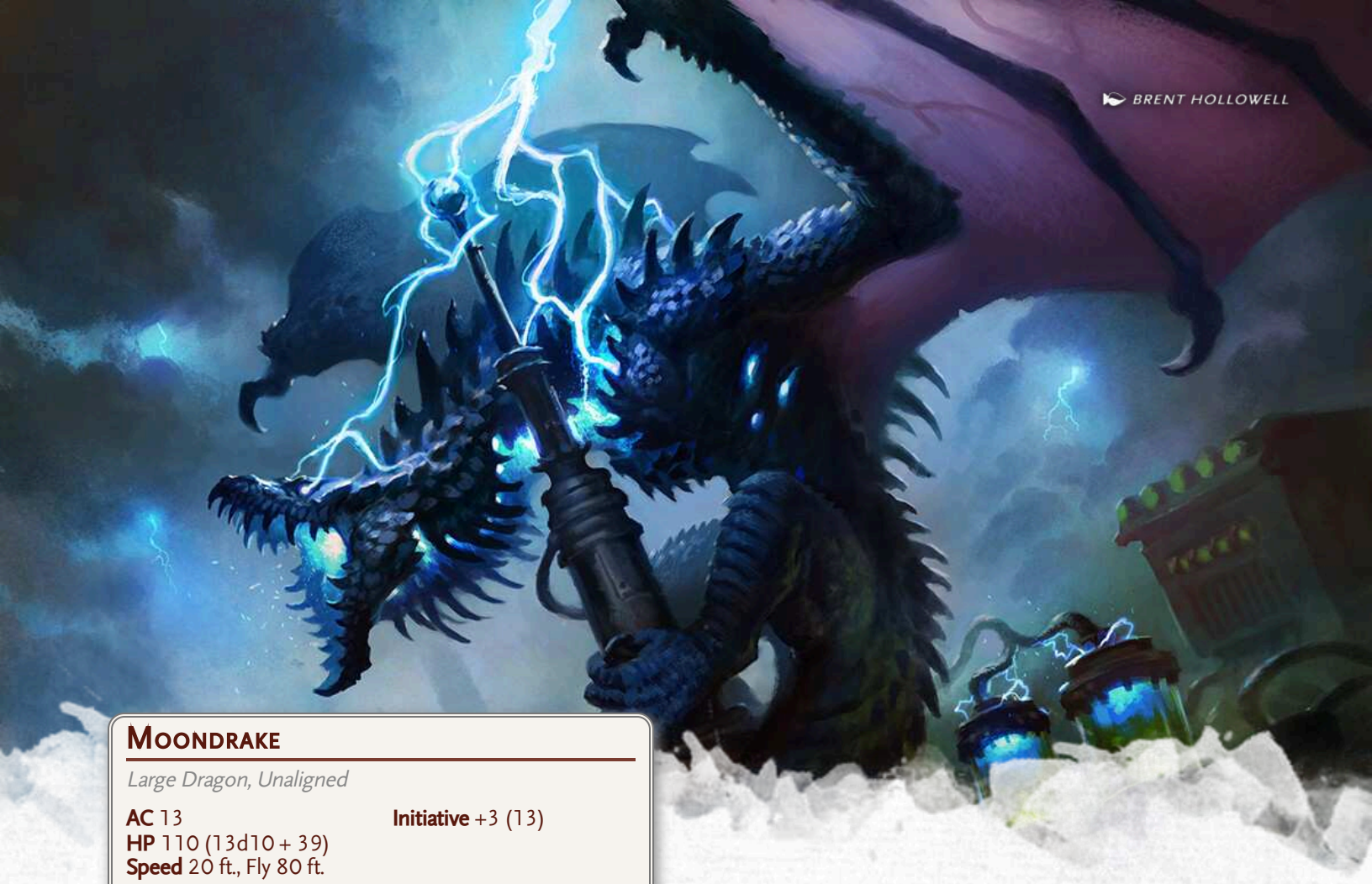
Kraken Horror

In the Ice of the North, Dead Krakens Wait Dreaming

Habitat: Underwater; **Treasure:** Arcana

Lurking in the deepest reaches of Innistrad's seas, kraken horrors are gigantic monsters of unpredictable wrath and terrible destruction. A kraken has a shape similar to that of a lobster, with numerous clawed arms and a tentacle-lined maw.

Innistrad's krakens are native to the frozen north of Innistrad, where they are sometimes found by expeditions encased in ice. The Stromkirk line of vampires worships them as avatars of pre-avacynian gods.



Moondrake

Large Dragon, Unaligned

AC 13 **Initiative** +3 (13)
HP 110 (13d10 + 39)
Speed 20 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	16	+3	+3	**Con**	16	+3	+3
Int	5	–3	–3	**Wis**	12	+1	+1	**Cha**	6	–2	–2

Skills Perception +4
Immunities Lightning
Senses Darkvision 60 ft., Passive Perception 14
Languages Understands Draconic but can't speak
CR 6 (XP 2,300; PB +3)

Traits

Lightning Absorption. When the moondrake is dealt Lightning damage, it takes no damage and instead regains a number of Hit Points equal to the Lightning damage dealt.

Actions

Multiattack. The moondrake makes two Rend attacks and uses Tail Whip.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Tail Whip. *Dexterity Saving Throw:* DC 15, one creature within 10 feet. *Failure:* 14 (3d6 + 4) Slashing damage, and the target has the Prone condition.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 42 (12d6) Lightning damage. *Success:* Half damage.

Moondrake

Unlimited Power

Habitat: Mountain, Urban; **Treasure:** None

Moondrakes are smaller than their dragon cousins, and rather than fire, they breathe lightning. They seem to have a connection with or affinity for lighting, as they are often seen chasing storms in flight or gathering near the lightning-fueled laboratories of skaberen alchemists.

Revealing Eye

Large Aberration, Neutral Evil

AC 15 **Initiative** +2 (12)
HP 142 (15d10 + 60)
Speed 0 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	18	+4	+8
Int	10	+0	+0	**Wis**	12	+1	+5	**Cha**	10	+0	+0

Skills Perception +5, Insight +5
Immunities Prone
Senses Truesight 60 ft., Darkvision 120 ft., Passive Perception 15
Languages Understands Common and Primorial but can't speak
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The eye makes three Tentacle attacks. One of these attacks can be replaced with a use of Fell Glare, if available.

Tentacle. *Melee Attack Roll:* +8, reach 20 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage. If the target is Huge or smaller, it has the Grappled condition (escape DC 14). While Grappled, the target has the Restrained condition. The eye has ten tentacles, each of which can grapple one target..

Fell Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 14, one creature the eye can see within 60 feet. *Failure:* 22 (4d10) Psychic damage, and the target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Revealing Eye

Eye See You

Habitat: Urban; **Treasure:** Arcana

Practically nothing is known about the revealing eye, save that it is intelligent enough to set a trap. In towns throughout Innistrad, some bulletin boards will find a posting for a private show, some must-see event of wonder. Hapless guests who visit the listed address will find a horror behind the curtains, and are unlikely to be seen again.

Shadow Kin

Medium Monstrosity, Any Alignment

AC 14 **Initiative** +8 (18)
HP 52 (8d8 + 16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	18	+4	+4	**Con**	14	+2	+2
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	14	+2	+2

Skills Deception +6, Insight +3
Immunities Charmed
Senses Darkvision 60 ft., Passive Perception 11
Languages Common and one other language
CR 3 (XP 700; PB +2)

Traits

Ambusher. The kin has Advantage on attack rolls against any creature that hasn't taken a turn yet in combat.

Surprise Attack. If the kin hits a creature that hasn't taken a turn yet in combat with an attack, the target takes an extra 10 (3d6) damage of the same damage type as the attack.

Actions

Multiattack. The kin makes two Slam attacks.

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage.

Spellcasting. The kin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Detect Thoughts*, *Shapechange* (Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Dead*

Shadow Kin

Dark Reflections

Habitat: Urban; **Treasure:** Implements

Shadow kin are mysterious shapeshifters found throughout Innistrad's history. Stories of doppelgangers, evil twins, and living reflections all trace their origins back to some form of shadow kin.

Skaab

Medium Construct, Unaligned

AC 9 or 14 (Armored only) **Initiative** –1 (9)
HP 93 (11d8 + 44)
Speed 30 ft.; Fly 30 ft. (Winged only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	9	–1	–1	**Con**	18	+4	+4
Int	6	–2	–2	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Resistances Bludgeoning, Piercing, Slashing
Immunities Lightning, Poison; Blinded, Deafened, and Stunned (Multiheaded only), Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages of its creator but can't speak
CR 5 (XP 1,800 or 2,300 if Armored or Multilimbed; PB +3)

Traits

Grafts. The skaab has one of the following enhancements (DM's choice): Armored, Multilimbed, Multiheaded, or Winged. This choice affects other aspects of the stat block.

Immutable Form. The skaab can't shape-shift.

Magic Resistance. The skaab has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The skaab makes two Slam attacks, or three Slam attacks (Multilimbed only).

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Skaab

It's Alive

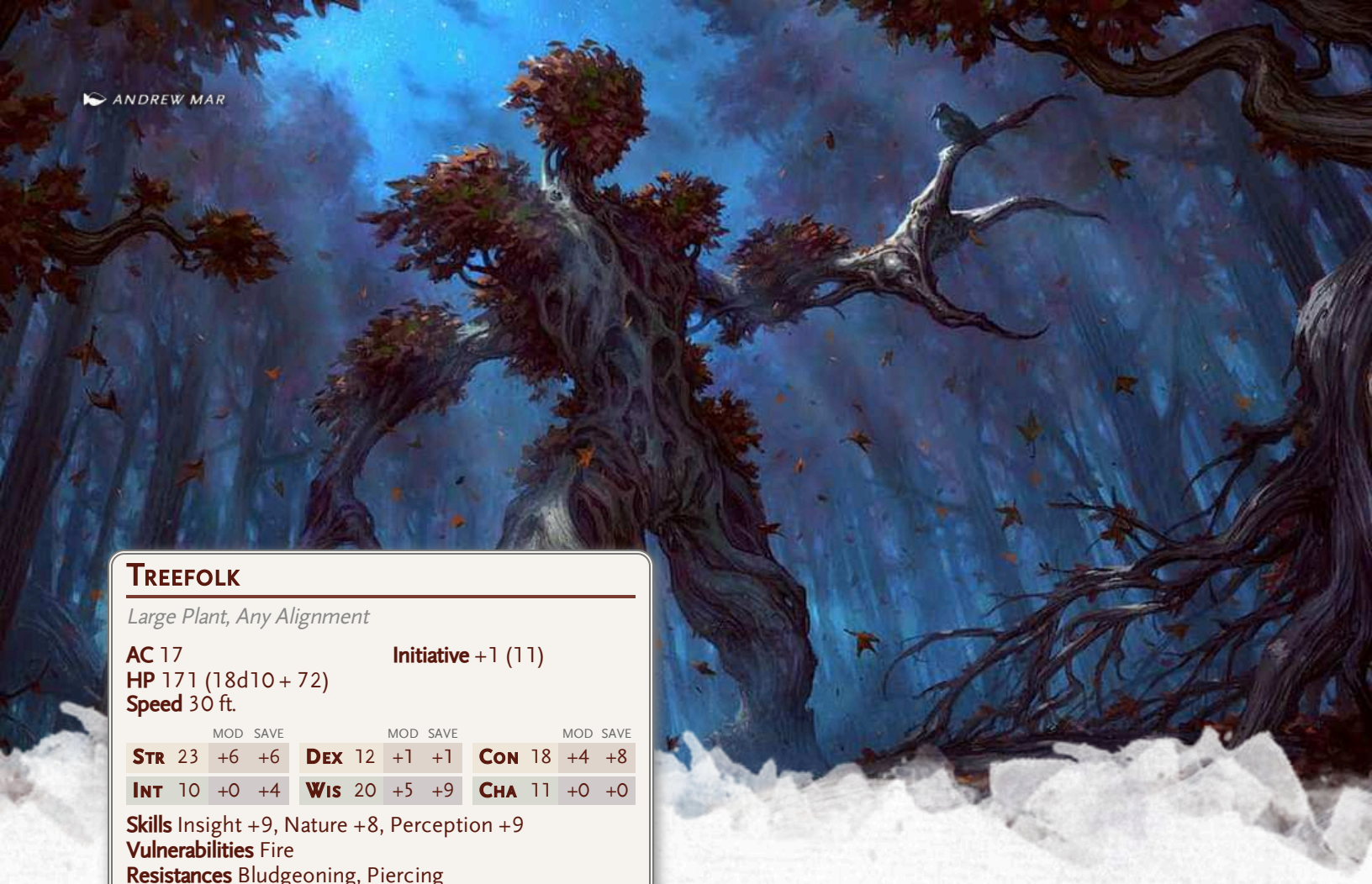
Habitat: Any; **Treasure:** Armaments, Implements

Skaberen, also called stitchers, are scientist-mages who create artificial forms of life. The true goal of a skaberen is to create real life, an undertaking which usually produces a malformed "offspring" for the practitioner. This offspring is a skaab—a constructed zombie.

Skaabs are assembled from disparate body parts and animated through scientific means. Most skaabs are more or less humanlike, but creative stitchers have crafted winged skaabs similar to the drakes of other worlds, towering giant skaabs, and unrecognizable horrors. Skaberen go through an elaborate process to gather body parts, bind them together, infuse the stitched body with vital fluid, and plant a vital force in its unliving flesh.

Skaab Grafts

1d4	The skaab's body is...
1	Armored
2	Multilimbed
3	Multiheaded
4	Winged



Treefolk

Large Plant, Any Alignment

AC 17 **Initiative** +1 (11)
HP 171 (18d10 + 72)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	12	+1	+1	**Con**	18	+4	+8
Int	10	+0	+4	**Wis**	20	+5	+9	**Cha**	11	+0	+0

Skills Insight +9, Nature +8, Perception +9
Vulnerabilities Fire
Resistances Bludgeoning, Piercing
Senses Blindsight 30 ft., Passive Perception 19
Languages Common, Druidic, Sylvan
CR 11 (XP 7,200; PB +4)

Traits

Plant Camouflage. The treefolk has Advantage on Dexterity (Stealth) checks it makes in forest terrain.

Actions

Multiattack. The treefolk makes two attacks, using Crushing Vine or Nightshade Bolt in any combination.

Crushing Vine. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 25 (3d12 + 6) Bludgeoning damage, and the target has the Grappled condition (escape DC 18). While Grappled, the target has the Restrained condition. The treefolk has six vines, each of which can grapple one target.

Nightshade Bolt. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 33 (6d10) Poison damage.

Spellcasting (Druid). The treefolk casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 17):

At Will: *Detect Poison and Disease*, *Druidcraft*, *Heroism*
2/Day each: *Enlarge/Reduce*, *Speak with Plants*
1/Day: *Commune with Nature* (as an action)

Treefolk

Willows of Wisdom

Habitat: Forest; **Treasure:** Arcana

The wise and ancient treefolk thrive in the depths of Innistrad's forests, especially in Kessig and the Ulvenwald. Many treefolk rival vampires in age. They serve as guardians and shepherds of their wild groves, dispensing wisdom and blessings to travelers who wander under their branches. Despite their peacefulness, they will viciously defend the natural order and those who would do harm to the woods.

Vampire Neonate

Medium Undead, Any Alignment

AC 15 **Initiative** +3 (13)
HP 82 (11d8 + 33)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	16	+3	+6	**Con**	16	+3	+3
Int	11	+0	+0	**Wis**	10	+0	+3	**Cha**	12	+1	+1

Skills Perception +3, Stealth +6
Resistances Bludgeoning, Necrotic, Piercing, Slashing
Senses Darkvision 60 ft., Passive Perception 13
Languages the languages it knew in life
CR 5 (XP 1,800; PB +3)

Traits

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point. If the vampire takes Radiant damage, this trait doesn't function at the start of the vampire's next turn.

Vampiric Glamer. The vampire is disguised by an illusion, appearing as a beautiful human. The illusion can be seen through by a creature who takes the Study action and succeeds on a DC 20 Intelligence (Investigation) check.

Actions

Multiattack. The vampire makes two Claw attacks. It can replace one of these attacks with a Bite attack.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage, and the target has the Grappled condition (escape DC 14).

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage taken.

Aura of Silence. The vampire radiates an aura of silence in a 5-foot Emanation until the start of its next turn. Each creature in the Emanation has the Deafened condition, has Immunity to Thunder damage, and can't speak or cast a spell with a Verbal component.

Vampires

Sires of Blood

Habitat: Any; **Treasure:** Relics

Vampires are a hedonistic society that embodies indulgent desire, driven by the blood thirst gift of their fiendish heritage. The selfish and arrogant vampires view humans as cattle in comparison to the elegance and sophistication of vampire society. New inductees to this society are called neonates. They are those who have been given the opportunity to undergo the blood ritual and become vampires. They are young, and will spend the next centuries of their life amassing power. Elder vampires are the strongest of their kind, and hold positions of power and privilege among their bloodlines.

Vampiric Bloodlines

1d4	Bloodline	Elder Ability
1	Falkenrath	Flight
2	Markov	Charm
3	Stromkirk	Gorge
4	Voldaren	Shapechange

Vampire Elder

Medium Undead, Any Alignment

AC 16 **Initiative** +9 (19)
HP 144 (17d8 + 68)
Speed 30 ft.; Fly 30 ft. (Flight only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	18	+4	+9	**Con**	18	+4	+4
Int	20	+5	+5	**Wis**	15	+2	+7	**Cha**	18	+4	+9

Skills Perception +12, Stealth +9
Resistances Bludgeoning, Necrotic, Piercing, Slashing
Senses Darkvision 120 ft., Passive Perception 22
Languages the languages it knew in life
CR 15 (XP 13,000; PB +5)

Traits

Elder Magic. The vampire knows one of the following abilities (DM's choice): Charm, Flight, Gorge, or Shapechange. This choice affects other aspects of the stat block.

Regeneration. The vampire regains 20 Hit Points at the start of its turn if it has at least 1 Hit Point. If the vampire takes Radiant damage, this trait doesn't function at the start of the vampire's next turn.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Vampiric Glamer. The vampire obscures its true form with an illusion that makes it appear as a beautiful human. The illusion can be seen through by a creature who takes the Study action and succeeds on a DC 20 Wisdom (Perception) check.

Actions

Multiattack. The vampire makes two Claw attacks. It can replace one of these attacks with a Bite attack.

Claw. *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points; Gorge only), reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage, and the target has the Grappled condition (escape DC 14).

Bite. *Dexterity Saving Throw:* DC 17, one creature within 5 feet that has the Charmed, Grappled, Incapacitated, or Restrained condition. *Failure:* 7 (1d6 + 4) Piercing damage plus 10 (3d6) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage taken.

Aura of Silence. The vampire radiates an aura of silence in a 5-foot Emanation until the start of its next turn. Each creature in the Emanation has the Deafened condition, has Immunity to Thunder damage, and can't speak or cast a spell with a Verbal component.

Change Shape (Shapechange Only). The vampire casts *Gaseous Form* or *Polymorph* (**Bat** form only) on itself, requiring no spell components and using Charisma as the spellcasting ability.

Charm (Charm Only). The vampire casts *Charm Person*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17).

Reactions

The vampire can take up to three Reactions per round but only one per turn.

Misty Escape (Shapechange Only). *Trigger:* The vampire becomes Bloodied. *Response:* The vampire casts *Gaseous Form* on itself, using the same spellcasting ability in Change Shape.

Deathless Evasion. *Trigger:* A creature the vampire can see ends its turn within 10 feet of the vampire. *Response:* The vampire moves up to its Speed without provoking Opportunity Attacks.

Retaliating Claw. *Trigger:* The vampire takes damage. *Response:* The vampire makes one Claw attack.

Bloodthirsting Bite. *Trigger:* A creature that has the Charmed, Grappled, Incapacitated, or Restrained condition starts its turn within 5 feet of the vampire. *Response:* The vamprie makes one Bite attack against the triggering creature.

Werewolf

Medium Humanoid (Human), Any Alignment

AC 11 (Human only) or 12 (Canid only) **Initiative** +1 (11)
HP 58 (9d8 + 18)
Speed 30 ft. (Human only) or 40 ft. (Canid only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	13	+1	+1	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Perception +4, Stealth +3
Gear Spear (3)
Senses Passive Perception 14
Languages Common
CR 3 (XP 700; PB +2)

Traits

Howlpack. The werewolf is a member of one of the following howlpacks (DM's choice): Krallenhorde, Leeraug, Mondronen, or Vildin. This choice affects other aspects of the stat block.

Wounded Fury (Mondronen Only). While Bloodied, the werewolf has Advantage on attack rolls.

Actions

Multiattack. The werewolf makes two Rend or Spear attacks.

Rend (Canid Only). *Melee Attack Roll:* +4 (with Advantage if the target doesn't have all its Hit Points; Leeraug only), reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Spear (Human Only). *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Change Shape. The werewolf shape-shifts into a human-wolf canid form, or back into its human form. Its form affects other aspects of the stat block. It reverts to its human form if it dies.

Reactions

Rampage (Vildin Only). *Trigger:* The werewolf reduces a creature to 0 Hit Points. *Response:* The werewolf moves up to half its Speed and makes one Rend or Spear attack.

Werewolf

Howl at the Moon

Habitat: Any; **Treasure:** Armaments, Implements

Driven by their passions, their supernatural hunger, and the cycle of the moon, werewolves shed their tenuous humanity to embrace the savage predator within. They live along the boundary between humanity and supernatural evil, between civilization and the wilds, between light and utter darkness. Gathering in wild packs or hunting alone under the silver moon, werewolves embody the urge to violence, the rebellion against social mores and the chains of conscience, and the hunting instinct that lives within the human heart.

Dire Werewolf

The strong sway of the errant moon produced a new breed of werewolf called the dire strain. In human form, these werewolves are markedly tall, lanky folk with a grim cast to their appearance. They distrust others, looking strangers up and down with their sunken, beady eyes, somehow both suspicious and bored. In werewolf form, they grow far larger than other werewolves, with legendary strength and speed.

Werewolf Howlpacks

1d4	Howlpack
1	Krallenhorde
2	Leeraug
3	Mondronen
4	Vildin

Dire Werewolf

Medium Humanoid (Human), Any Alignment

AC 16 **Initiative** +1 (11)
HP 170 (20d8 + 80)
Speed 30 ft. (Human only) or 40 ft. (Canid only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	18	+4	+9	**Con**	18	+4	+9
Int	14	+2	+2	**Wis**	16	+3	+3	**Cha**	16	+3	+8

Skills Perception +13, Stealth +9
Immunities Charmed, Frightened
Senses Darkvision 120 ft., Passive Perception 23
Languages Common
CR 13 (XP 10,000; PB +5)

Traits

Legendary Resistance (2/Day). When the werewolf fails a saving throw, it can choose to succeed instead.

Regeneration. The were regains 10 Hit Points at the start of its turn. If the werewolf takes damage from a *Silvered Weapon*, this trait doesn't function at the start of the werewolf's next turn. The werewolf dies only if it starts its turn with 0 Hit Points and doesn't regain Hit Points.

Actions

Multiattack. The werewolf makes two Longsword or Rend attacks.

Longsword. *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Rend (Canid Only). *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage plus 14 (4d6) Necrotic damage, and the target has the Prone condition if it is Large or smaller.

Bonus Actions

Change Shape. The werewolf shape-shifts into a human-wolf canid form, or back into its human form. Its form affects other aspects of the stat block. It reverts to its human form if it dies.

Reactions

The werewolf can take up to two Reactions per round but only one per turn.

Retaliation. *Trigger:* The werewolf takes damage. *Response:* The werewolf makes one Longsword or Rend attack.

Prowl. *Trigger:* A creature the werewolf can see ends its turn within 5 feet of the werewolf. *Response:* The werewolf moves up to half its Speed without provoking Opportunity Attacks.

Decayed Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** –2 (8)
HP 15 (2d8 + 6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	6	–2	–2	**Con**	16	+3	+3
Int	3	–4	–4	**Wis**	6	–2	–2	**Cha**	5	–3	–3

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages understands the languages it knew in life but can't speak
CR 1/4 (XP 50; PB +2)

Traits

Loathsome Limbs. If damage reduces the zombie to 0 Hit Points, two **Crawling Claws** appear in its space (see the *Monster Manual* for the creature's statstics) unless the damage is Radiant or from a Critical Hit.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Zombies

We Are the Walking Dead

Habitat: Any; **Treasure:** Implements

Ghoulcallers are necromancers—mages who call forth the dead from grafyards. These risen dead are called ghouls, or the unhallowed. The ghoulcaller fills the fragile mind of his or her creation with a single driving purpose, which the ghoul carries out to the best of its ability using whatever skills it has. Unhallowed ghouls might be represented with the **zombie** stat block from the *Player's Handbook*, or the **Ghoul**, **Ghast**, or even **Mummy** stat block from the *Monster Manual*. The following section offers a selection of other options for different kinds of ghouls.

Tomb Tyrant

Most zombies, both ghouls and skaabs, aren't truly intelligent. They are simply tools that serve their skaberen and ghoulcaller masters. However, on rare occasions, a zombie will remember much of its former life and retain its intelligence. To prevent such an occurrence, wizards have developed a magic item known as a *Pithing Needle* to remove such memories from their creations. However, when a pithing needle is not employed, the result is an intelligent zombie that often leads its undead brothers against their former masters.

Tombshell

Tombshells are the zombies of giant turtles, now extinct on Innistrad but buried deep underground. The most powerful necromancers animate these corpses and use them as mobile fortresses and laboratories.

Tomb Tyrant

Medium Undead, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 97 (13d8 + 39)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	17	+3	+3
Int	10	+0	+0	**Wis**	6	–2	+1	**Cha**	6	–2	–2

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages the languages it knew in life
CR 5 (XP 1,800; PB +3)

Traits

Undead Fortitude. If damage reduces the tyrant to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken unless the damage is Radiant or from a Critical Hit. On a successful save, the tyrant drops to 1 Hit Point instead.

Actions

Multiattack. The tyrant makes two Necrotic Slam attacks.

Necrotic Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage.

Tombshell

Gargantuan Undead, Unaligned

AC 17 **Initiative** –4 (6)
HP 227 (13d20 + 91)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	28	+9	+12	**Dex**	3	–4	–4	**Con**	25	+7	+10
Int	4	–3	–3	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages None
CR 8 (XP 3,900; PB +3)

Traits

Crush. *Dexterity Saving Throw:* DC 18, each creature in the tombshell's space when the tombshell ends its turn. *Failure:* The target has the Grappled condition (escape DC 18) until the tombshell moves. While Grappled, the target has the Prone and Restrained conditions.

Actions

Bite. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 28 (3d12 + 9) Piercing damage.

Shell Defense (Recharge 4–6). The tombshell withdraws into its shell until it emerges as an action. While withdrawn, the tombshell has the Prone condition, its AC is 22, and its Speed is 0 and can't increase.

Become What You Fear.

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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